THE SWORD OF CAINE

A V5 GUIDE TO THE SABBAT

Storytellers VAULT

A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

WoD

VAMPIRE

THE MASQUERADE

The Sword of Caine

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Introduction

"This calls for a very special blend of psychology and extreme violence."

— Ben Elton, Bachelor Boys: The Young Ones Book

The Sabbat has been through many changes over the centuries since its inception. Multiple Civil Wars, the initiation of the Gehenna War, the addition and loss of clans, and the recent Reformation. Through it all, the Sabbat has held to its mission of ridding the world of the Antediluvians and their servants, the Camarilla.

As a sect that dedicated itself to both war and freedom, it was only natural that certain hypocrisies would boil over and cause conflict within the Sabbat. In modern nights, the sect has seen devastating change wrack its structure, and reorganization utterly shift its power dynamics—and goals.

In nights past, the Sabbat fought quiet wars with the Camarilla for control of various cities, such as Chicago and New York. Numerous Sabbat and Camarilla lives were lost in their struggles and, in the end, nothing ever really changed. The status quo remained—the sects in relative equilibrium.

Then, the Sabbat began the Gehenna War and the Camarilla conquered Mexico City. While the Camarilla has been blissfully ignorant of what changes were wrought within the Sword to make such things occur, the Sabbat has been moving and furthering their agenda with almost impunity.

In this packet, I will share my vision for the logical advancement of the Sabbat, keeping its changes in line with the theme of the Sabbat's history and the new conflict of the Gehenna War. Within these pages, I will detail the Sabbat's theories on the beckoning, their new structure, and what events led to the sudden and drastic change in the sect's modus operandi and current political landscape.

The Price of Freedom

The Sword of Caine will detail out the history of the Sabbat and the story behind its Reformation. Some clans have left the fold of the Sword and some have returned in new ways. This packet will allow for a new take on the Sabbat to be used in your V5 games and help you figure out what works best in your chronicle.

Chapter One: Origins—Details the history of the Sabbat from the Anarch Revolt up to the modern nights and the Reformation that changed everything. The newly Revised Code of Milan is also detailed in this chapter.

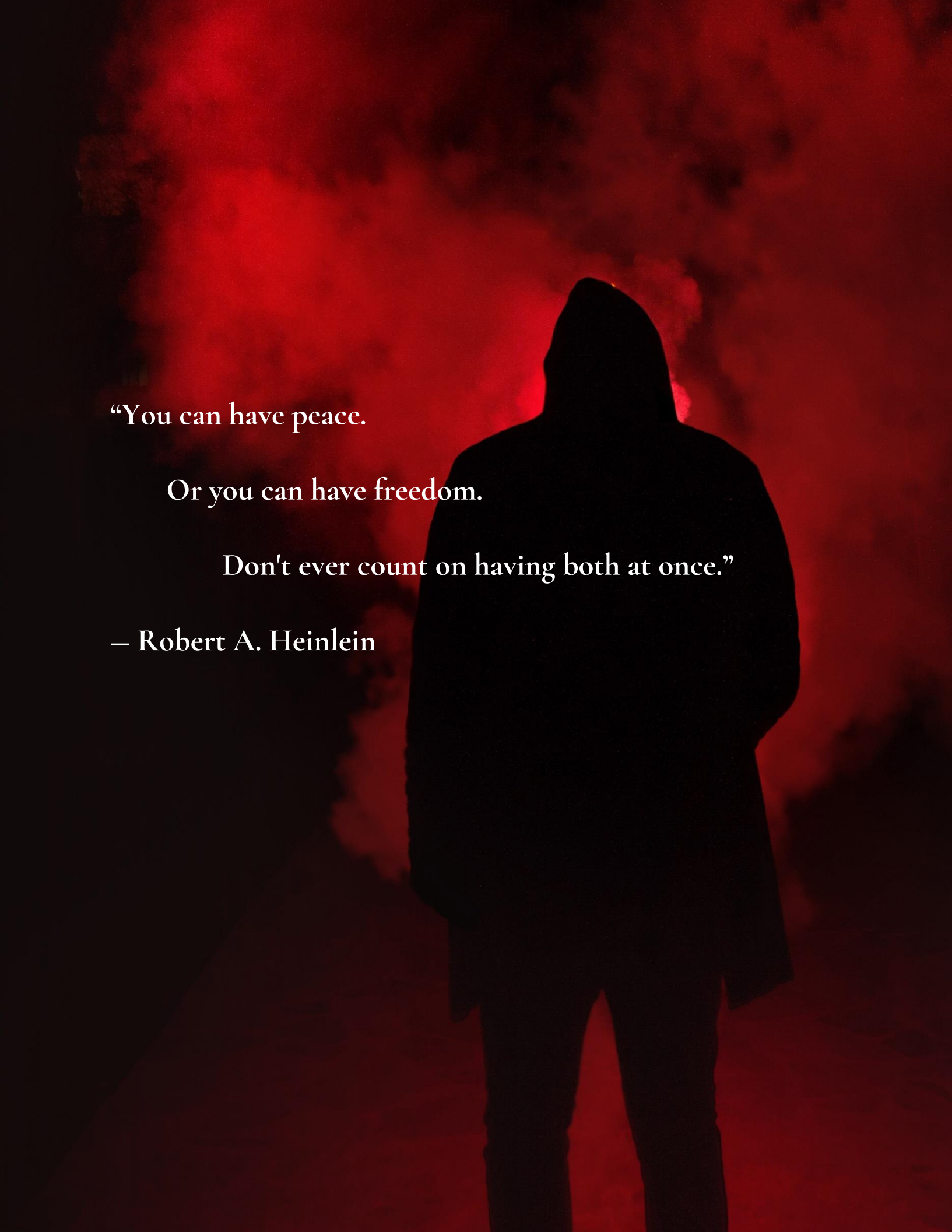
Chapter Two: The Warzone—This chapter is a rough and fast introduction to the current ranks and state of the sect for the Sabbat. Changes to leadership and titles will be discussed and explained.

Chapter Three: Sabbat in the Modern World— This chapter explains the basic operations and theatres of war in the modern nights for the Sabbat, discusses the sect's view on the Beckoning, the Church of Caine, and addresses the application of justice within the Sabbat. We also examine the new duties and official responsibilities of Sabbat titles in the modern nights and get a look at locations of note to the Sword.

Chapter Four: Blood Calls to Blood—The clans of the Sabbat, described in all their glory, from newly returned bloodlines to the core clans, all can be found here. In this chapter, severe changes occurring in the Lasombra, Tzimisce, and other clans are detailed and explained. You will also find alternative rules for Tzimisce and Salubri, as well as the disciplines of Valeren and Vicissitude.

Chapter Five: Of Faith and Fire—Observe the Holy Ritae of the Sabbat. This chapter discusses and explains changes in the Sabbat's ritae in modern nights.

Chapter Six: For the Glory of Caine—— These chapter details ideas for running V5 Sabbat Chronicles. New Backgrounds, Loresheets, and Predator Types are discussed in this chapter, as well as recommendations for Loresheets that have been included in other V5 publications.



“You can have peace.

Or you can have freedom.

Don't ever count on having both at once.”

– Robert A. Heinlein

Chapter One:

Origins

"The ending is nearer than you think, and it is already written. All that we have left to choose is the correct moment to begin."
– Alan Moore, V for Vendetta

A History of Revolution

By Bishop Anthony Rigoli, Salubri Antitribu

Those initiated into the Sabbat are often told stories of how our sect formed and came to be in its current state. Some have hints of truth, and some others are pure fabrications. A great deal of care was given to constructing allegories and lessons of cainite strength and perseverance in our old histories.

Unfortunately, some stories also fed into the egotistical leanings of would-be monsters and tyrants. To be plain, the Sabbat is about freedom. Freedom from the tyranny of elders and the looming threat of the Antediluvians rising. In theory, the Sabbat should be unified in purpose and methods. In reality, it varies.

In modern times, the sect has streamlined itself remarkably by excising dead weight from our ranks. While our recent nights have been tumultuous, our history has always been fraught with changes and revisions of our beliefs.

Formation of the Sabbat

To understand what prompted the formation of our Sect, you must understand the Anarch Revolt.

The Revolt began during the days of the Inquisition. Yes, *that* Inquisition. As mortals grew wiser to the predators and supernatural in their midst, the elders of the clans used their childer as distractions. Throwing them to the fires of Inquisitors to save their own lives. Propelled on by the power of blood bonds, these childer could not save themselves. They danced on the strings of their elder masters, unable to deny the strength of their bonds.

As a result, Patricia of Bolingbrook sought to take matters into her own hands. Espousing belief in bringing the fight to the mortals, the elders and she clashed. At least they did until she destroyed a prominent Ventrue elder via diablerie. This led to a series of Brujah in Spain turning against their elders and changed everything.

I believe Patricia was a natural result of what was being done to young cainites at the time. She was a consolidation of their rage and betrayal… and her actions gave legitimacy to all methods of attack on elders. The commonality between all the revolting Brujah was that they held a belief that the systems of blood bonds, loyalty to clan over oneself, and feudal consolidation of power in the hands of Princes were simply methods of control to maintain everlasting power for elders on the backs of neonates.

What started was a wave of fire across Europe. Fed by the Inquisition's attacks and the elders' insistence that their children die for them, this Revolt struck fear into the hearts of ancient creatures. Who would have ever imagined that childer would rise and devour their sires? How could a weak-blooded fledgling possibly compete with the potent vitae of their betters?

The answer? In groups.

Waves of childer cast down the false idolatry of their grandsires and took a stand for their freedoms. The Tzimisce came to the fore, bringing a method by which to dilute and destroy the bonds of blood placed upon childer. Once freed from the false love of the blood bond, younger vampires reacted in ways that were only natural—they destroyed those who had enslaved them.

In cases such as the Lasombra and Tzimisce, even Antediluvians were destroyed. The chains of servitude were shattered within both clans, their founders were hunted down and devoured.

While the results of such bold acts of amaranth are in dispute (a conversation for another time), the two founding clans of the Sabbat have worn the destruction of their Antediluvians as badges of honor. Despite the recent disgrace of the Lasombra, one should not ignore their former commitment to the sect's ideals.

The Convention of Thorns

When all was said and done, cainite society was never going to be the same. With childer striking at elders, Prince, and Primogen alike, there was no going back to the status quo.

The battles between cainites resulted in more instances of hunter activity and purges. The revolt was taking a heavy toll on both sides. When mortals used these battles to burn both elder and childer to ash, it became only reasonable that some sort of ceasefire would have to be arranged.

Along comes the Convention of Thorns.

Held in October of 1493, the Convention of Thorns promised forgiveness of all acts committed against clan elders in exchange for membership in the rising Camarilla. All one had to do to be forgiven and welcomed back into the fold was to return all that was taken from elders and agree never again to wage war against them. The Traditions were formulated to keep peace and consolidate power within the hands of Princes and representatives of the Inner Circle—a governing body of the Camarilla whose justice would be delivered by Justicars (representatives of each of the

founding clans). The Assamites would be "forever" barred from committing amaranth or drinking cainite vitae—a provision enforced by a Tremere-created blood curse.

Not all clans were welcomed to the table of the Camarilla. Not all clans cared for their "forgiveness," either. As a result, roaming "sabbats" of cainites sacked the nearby town of Silchester, led by Myca Vykos. These cainites refused to partake in the Camarilla and became the beginnings of the Sabbat.

The Sabbat is Formed

In the fires of Silchester, the Sabbat found its common cause. Freedom from the continued machinations of the elders, and through them, their Antediluvian masters. The Camarilla was the consolidation of the elders' power and its Inner Circle a cancer of old blood dominating the young.

Not all those who refused to sign the Treaty of Thorns or refused the Convention's stipulations became Sabbat. Some remained Anarch, seeking to carve out what freedom they could in the nights to come. The Sabbat, however, took their due by force, striking back brutally against holdings of the elders and the Camarilla.

As the fires of the Inquisition continued to take cainite lives, the Sabbat and Camarilla battled viciously against one another across Europe. Slowly, lines began to form, with more cainites joining either side and swearing their allegiance to whichever sect they identified with as the war raged on. Once power began to consolidate across Europe, things began to slow. Active battles grew rarer as each sect sought to rebuild and solidify itself. Despite the public end of the Inquisition, cainites still burned on pyres and in the light of day, victims of their hatred for one another.

The First Sabbat Civil War and the Code of Milan

When the New World became open to settlement, the Sabbat flowed into it with an eagerness unmatched. Here was a world where no elder had established ties or set up a legacy to contend with; for new Sabbat, it was a potential paradise. It was also a potential disaster. It proved to be a mixture of both.

Of course, Camarilla vampires would view the New World in the same way as the Sabbat viewed its shores... as a land of opportunity. While elders scoffed at crossing the ocean to the frontier, younger, more enterprising cainites jumped at the chance to carve out dynasties of their own.

As the American Revolution began, it mirrored a war in the shadows fought between the Camarilla and the Sabbat. At this time, one would think that the organization and structure of the Sabbat would protect the sect from infighting and self-destruction. While I would agree, you must understand that, at this time, these rules and organizational controls were never in place. Sabbat could and did strike out at one another over territory, herds, and sway in mortal society.

At the same time as we fought the Camarilla, we fought ourselves. The two founding clans of the Sabbat, the Tzimisce and the Lasombra, were in a battle for dominance in the New World, packs striking out against one another—and the Camarilla sat by to pick us off after we weakened ourselves.

Once the two-front war began to take a toll, the Sabbat had lost much of the territory gained along the East Coast to the Camarilla. This was unforgivable. As a result, the Purchase Pact was signed in 1803, quashing all internal grievances and barring internal conflict. From

that night forward, all Sabbat who would go to war with other Sabbat would be required to be destroyed by their fellows.

At this time, the Code of Milan was already in existence, but adherence to it was minimal in many ways. After the signing of the Purchase Pact, the Code of Milan became a guidepost for Sabbat behaviors and means of addressing grievances for many, though not adopted overall.

The Second Sabbat Civil War and Revision of the Code of Milan

Nothing is perfect and no good document goes unedited. During the late 19th century, the Sabbat once more found itself at odds with its own. Regent Gorchist was assassinated in Mexico City in the year 1863, prompting an escalation of tension and conflict in both Mexico and Canada.

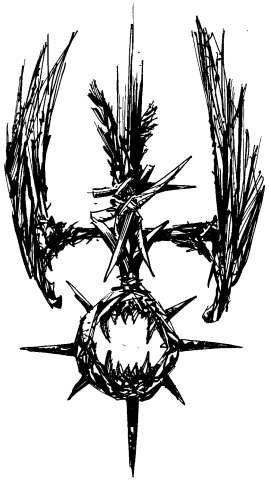
This war lasted until December 1933. After a revision, the Code of Milan was adopted sect-wide as a mandated code of conduct for all Sabbat. The Code of Milan has seen many challenges over the years but has remained the most valued document that our sect has created. In many ways, the Code of Milan is the only series of principles that many could agree upon.

After the war settled into dust and Mexico City became the new capital of the Sabbat, the new code of Milan was approved by Regent Melinda Galbraith and the Seraphim of the Black Hand.

The Third Sabbat Civil War and the creation of the Panders

As you can see by now, the Sabbat has constantly gone through revisions to its conduct codes and has often fallen into struggle. The most recent internal war before the Reformation of modern nights was the Third Sabbat Civil War that occurred in 1957. While brief (the war did not outlast the year), this conflict occurred when the Brujah attempted to overthrow Lasombra and Tzimisce leadership of the sect.

While the latter two clans often held themselves as superior to the others within the Sabbat, this series of conflicts forced them to be more diplomatic with their peers, finally recognizing all Sabbat as equally worthy and respected. In addition, the caitiff who had united under the banner of Joseph Pander were acknowledged as their own clan within the sect, holding all rights and duties as any other. Thus, the Panders were formally acknowledged as an honorary clan within the Sabbat.



The Revised Code of Milan

I. The Sabbat shall remain united in its support of the sect's leaders. If necessary, new leaders shall be elected. The Sabbat's leaders shall support relief from tyranny, granting all Sabbat freedom.

II. All Sabbat shall do their best to serve their leaders provided said leaders serve the will of the Sabbat

III. All Sabbat shall faithfully observe all the Auctoritas Ritae.

IV. All Sabbat shall keep their word of honor to one another.

V. All Sabbat shall treat their peers fairly and equally, upholding the strength and unity of the Sabbat. If necessary, they shall provide for the needs of their brethren.

VI. All Sabbat must put the good of the sect before their personal needs, despite all costs.

VII. Those who are not honorable under this code will be considered less than equal and therefore unworthy of assistance.

VIII. As it has always been, so it shall always be. The Lextalionis shall be the model for immortal justice by which all Sabbat shall abide.

IX. All Sabbat shall protect one another from the enemies of the Sect. Personal enemies shall remain personal responsibility unless they undermine Sect security.

X. All sect members shall protect Sabbat territory from all other powers.

XI. The spirit of freedom from the machinations of the ancients shall be the fundamental principle of the Sect. All Sabbat shall expect and demand reasonable autonomy from their leaders.

XII. The ritae of Contrition and Monomacy shall be used to settle disputes among all Sabbat.

XIII. All Sabbat shall support the Black Hand and the Council of Cardinals.

XIV. All Sabbat have the right to monitor the behavior and activities of their fellow Sect members to maintain freedom and security.

XV. All Sabbat possess the right to call a council of their peers and their immediate leaders.

XVI. All Sabbat shall act against Sect members who use the powers and authority the Sabbat has given them for personal gain at the expense of the Sabbat. This action shall be taken only through accepted means, approved by a quorum of Prisci.

The Reformation of the Sabbat

Modern nights saw the Sabbat in constant flux. Our sect traded cities with the Camarilla, we lost and gained individual cainites through defection, and we gained new allies. The late 20th century saw a revitalization of the sect in many ways. As we reeled from the shock of the Ravnos Antitribu devouring one another, we were able to lean on new resources: the Salubri Antitribu and the Harbingers of Skulls. The coming of the Salubri Antitribu would be another major change.

A Sabbat pack found Adonai, the leader of what would become the antitribu, in a mine outside of Prague. Once he discovered the state of clan Salubri, he readily joined the Sabbat in exchange for vengeance against the hated Camarilla. With Adonai came a small army of warriors ready to slake their anger in battle. I was one of those warriors. Adonai guided us and, in time, we became one of the backbones of the sect.

Rumor has it that the Harbingers of Skulls descended from a family of death scholars that were betrayed and nearly driven to extinction. But, of course, none of this was substantiated.

The Harbingers brought a skill in necromancy that our sect never possessed. They were instrumental in several battles against the Camarilla and other enemies but always seemed to have their own goals in mind. At the time, the Sabbat was fine with being paid lip service if we gained access to the Harbingers' abilities for the war effort.

When the Second Inquisition began, however, everything changed once more. For the Sabbat and all cainites.

Early in the 21st century, Seraph Jalan-Aajav was killed by the Second Inquisition. His protégé, Kazimir Savostin took his place as Seraph of the Black Hand. In many ways, this should have been a wake-up call to the sect.

However, we rarely considered mortals worth our fear. This is interesting to me. As much as we can murder on a whim or may view humans as mobile food sources, we still adhered to a version of the Masquerade—keeping ourselves somewhat hidden from mortals. The arrival of the Second Inquisition, by all rights, should have shaken us from such dismissive thinking.

By 2004, rumors began to swirl about potential challenges to Merlinda's claim on the position of Regent. Several packs in Russia were exterminated by the Second Inquisition and no true reprisal or changes were made to how the Sabbat was advised to operate in the new hostile environment. Many questioned if the Regent were truly effective at being a guide for the sect.

It was not until 2005, that Kazimir stepped forth. The Seraph claimed that the Regent had led the Sabbat astray. Kazimir claimed that instead of taking the fight to the Antediluvians and the sect's enemies that the Regent was obsessing over reclaiming lost cities from the Camarilla while putting forth no good faith effort to advance the sect. With the shocking support of Cardinals Polonia and Radu, Kazimir effectively declared Monomacy against the Regent of the Sabbat.

Many viewed the Regent as being trapped. Kazimir's allies and those of Polonia and Radu had backed her into a corner with no way out other than to accept the challenge. Whispers at the time suggest that one of the Cardinals had their own eyes on the Regency.

Kazimir and Merlinda met at midnight in Mexico City, surrounded by members of the clergy as Witnesses. The battle, however, was surprisingly short. Merlinda was cut down by the Seraph within seconds. At that point, rumors had begun to spread that Merlinda tricked the Seraph and faked her death. It wasn't until a week later when investigations were completed, that it was revealed the Regent had been replaced by a weak-blooded Tzimisce. The real Merlinda had died, it seemed, and no one in the upper echelons of the Sabbat had realized the charade.

Within four months, Kazimir and his colleagues had met with the Cardinals of the Sabbat. During this time, the sect languished without direct leadership, forced into a more reactionary role in the fight with the Second Inquisition and Camarilla.

When the Cardinals and Black Hand emerged from their conference, everything changed. Representing the Cardinals of the Sabbat, newly appointed Cardinal Lucita de Aragon along with Francisco Domingo de Polonia, Sascha Vykos, Kyle Strathcona, and Radu Bistri supported a new form of governance with representatives from the Seraphim. From the Black Hand, Yazid Tamari, Kazimir Savostin, and Teresita came forth and voiced their support for the same council rule.

Political affiliations and factions within the Sabbat exploded with activity and bickering. The Status Quo were shaken to their core and Loyalists were ready to march upon Mexico City to demand freedom from the Black Hand's meddling in politics. For weeks it seemed that a fourth civil war was on the horizon.

The powers that be staved off conflict within the sect by issuing a call to arms in late 2005. The Cardinals and Black Hand declared that the sect had abandoned its mission of fighting the Antediluvians for too long. With staunch support by the Ultra Conservatives, the sect began preparations for war.

Those who wished to remain away from the battle were welcomed to do so and would be granted Sabbat territories to protect as their part of the war effort. The Loyalists and Status Quo accepted this concession as payment for their approval of the new governmental structure. What they did not know, however, is that the Cardinals and Black Hand had no intention of supporting said cities. In close circles, many spoke of reforming the Sabbat into a true Sword of Caine, taking the battle directly to the ancients on their own territory. While the Cardinals and Seraphim did nothing to acknowledge these whispers, they also did nothing to stop them.

By 2006, the Sabbat had been mobilized and sent to the Gehenna War. Our opening salvos and victories paved the way for our new organization. As we gained ground against the ancients, their servants struck back—as we knew they would.

Across the globe, Sabbat cities burned. Second Inquisition and Camarilla reclaimed even Mexico City. Through it all, our enemies played into our hands. They wasted resources on cities and places no longer viewed as vital to the Sword's mission... and in the process weeded out the weak in the Sabbat.

Once the summer of 2006 had begun, the Status Quo and Loyalists were no longer in existence within the Sabbat. Political factions began to dissolve, and new ones emerged as the Sword adapted to its new reality.

The Reformation was complete.

Sabbat Factions

Ecclesiarch: The role of clergy in the Gehenna War has evolved from one of spiritual guidance to one of support and revitalizing the fighters of the Sabbat. In the past, Sabbat bathed in combat, but not at the scale of the Gehenna War. The toils that constant battle can take in a hostile, often alien environment, are grave. It is the responsibility of the clergy to see to the needs of their brethren. As a result, they banded together to form the Ecclesiarch faction to assist in the training and support of other Priests.

While not all Priests belong to the Ecclesiarch faction, many were trained by those who were. Their abilities and expertise with ritae and spiritual matters remain unchallenged in the Sword.

Moderates: The Moderates of the Sabbat are the only Faction that maintained their existence after the Reformation. This was not due to any true political power or affiliations they maintained before the turn of the millennium, but due to their sheer numbers.

While all Sabbat have come to war in one way or another, the Moderates of the Sabbat act as the conscience for their brethren. They are often mediators within the sect because of their impartiality to any extreme within the war effort.

Nomads: Not all Sabbat fit neatly into Factions. In many ways, Nomads reflect some factions of old, such as Loyalists. They seek to maintain their own freedom while still following the orders of the Sword. They hold no real political power within the sect and are often viewed as disposable—but can be very resourceful Sabbat.

Nomads are often well-versed in methods of travel and survival in the harsh environments of the Gehenna War and are usually called on for the delivery of messages or individuals across different geographical regions.

Scholars Emeritus: The Scholars Emeritus emerged as a faction following a brutal defeat at the hands of a Banu Haqim ancient outside of Kuwait. A pack had accidentally stumbled upon what they thought was simply an empty crypt and awoke something ancient and hungry. While one member survived, the deaths of her fellows prompted a resurgence in gathering lore and the linguistic skill to best track and surveil targets of the Sword.

The Faction was recognized by the Cardinals and given the blessing of Cardinal Radu Bistri after their efforts uncovered a sleeping methuselah deep within the ruins of old Sumer.

Sword Militant: The Sword Militant was forged from the old Ultra Conservative faction. As all Sabbat now marched to war, they felt a need for rebranding into the elite of the elite among the Sword of Caine. Accepting those truly dedicated to taking the fight directly to the ancients, these cainites specialize in all forms of armed combat. They often lead strikes and serve as front-line warriors in the Gehenna War.

While some rivalry can exist in the faction's mind between them and the Black Hand, the Hand views them as a potential recruitment source to replenish their ranks.

The Inquisition: Maintaining a function similar to its duties pre-Gehenna War, the Inquisition of the Sabbat dedicates itself to hunting down and eradicating the infernal within the ranks of the Sword of Caine.

Membership in this exclusive faction is by invite only and once a cainite enters its ranks, they can only leave upon final death.

Chapter Two:

The Warzone

"Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt."
— Sun Tzu, The Art of War

Welcome to Hell

A pep talk by Samir St. James, Abbot of the Waking Sun pack.

Welcome to the war, motherfucker. While you've been suckling down suburbanite blood outside of a local diner, we've been here bleeding and killing for the Sword. Now you get to come and play with the big boys. Yeah, yeah, I know that you did some "important work for the Sabbat" back in the States. Probably hanging outside some crappy theatre waiting to bag and tag an influential Cammie or some shit like that. Those little joy rides aren't shit compared to what you get to deal with out here.

Johanna says you were some cool nomadic badass back in the States before we all moved out to go to War... must have been fucking nice. Yeah, hey, don't look at me like that. Shit's done switched up a bit since we kicked this party off and it's my job to make sure you know about it.

Let me guess, back in your day licks weren't told too much and were just sent off like good old soldiers to die in the field, yeah? Well, these days, we're more streamlined... more efficient. Every pack has a purpose, yeah? Every soldier is a brother or sister. The Camarilla may insist we're a bunch of unorganized, bloodthirsty savages (well, they're not wrong on the bloodthirsty, really) with no purpose but violence. They couldn't be more wrong. We're here for the glory of Caine and to tear down his errant childer.

Each pack gets its marching orders from a Bishop or Archbishop, and they get their directives from the Cardinals and the Black Hand. So, you have the Council and Seraphs on top, then Archbishops over specific areas beneath them, Bishops over certain areas of importance beneath Archbishops, and Packs beneath them.

Cardinals and Seraphs

First off, since you woke up and have been put to task hunting the occasional Cammie and tracking targets, you haven't been brought up to speed. That shit changes now. You might have noticed we don't hold cities anymore. There's a reason for that—anything of worth to the Sword is now in this shitstorm of a war. The Regent fucked our mission for too long. Now, we take our marching orders from the Council of Cardinals and the Black Hand Seraphs.

The Regent may have been the original guiding voice of the Sabbat (though that's up for debate), but the Cardinals were still charged with important duties. These nights, they sit on the council that plots the Sabbat's overall course.

Cardinals have to oversee major geographical areas—we're not talking states or cities here, we're talking entire countries or larger areas in some cases. For example, if you ever travel around the Mediterranean, you're on Cardinal Lucita's turf... so mind your damn manners.

There's a Cardinal over nearly every major warzone and hotspot we have. Some take care of areas outside of the war to maintain a presence and organize efforts outside of hot zones. They keep tabs on major Camarilla movements and track individuals who have left the war—to keep information about what is happening here a bit scarce and to stifle Camarilla reinforcements or Ashirra resources.

Cardinals consider all operating Archbishoprics in their territories under their control and issue them directives. They then coordinate with the Black Hand to allocate resources for operations.

The Seraphs? Well, people don't have as much face time with them. Not that licks chill with Cardinals. I know a handful of names. For example, everyone knows about Kazmir exposing the former Regent during Monomacy, so there's that.

The Seraphs run the hand. They plan regional strategy, confer with the Cardinals they work with, and relay it down the chain. Dominions are beneath them—kind of like executive officers. They relay assignments to specific Watch Commanders, which are then filtered down to Columns for execution. It sounds a lot more fluid on paper than it is in reality. A Seraph's word is ironclad to the Hand, but it is not uncommon for local Watch Commanders and Archbishops to bicker about the specifics of action. If you ever get the chance, sit back and watch a few arguments.

Archbishops and Bishops

Beneath the Cardinals, we have Archbishops, who function kind of like you're used to—they run a geographical area and coordinate the Sword in their boundaries. Bishops had a change in duties; these nights, they run over specific towns or areas of affluence for Archbishops. Kinda like micromanagers. Most are alright, some are fucking out there. If you ever swing by Khatt, the Bishop of Intelligence in the area has a real hardon for ancient translations. You want to make a friend? Help her with translations.

The Archbishop of Dhofar in Oman, for example, keeps a Bishop of Transportation and a Bishop of Military Action. Ever since a Nos elder and his brood were bagged outside of Salalah, the Archbishop's been a bit tense on what enters and leaves the area. The local Watch Commander works with the Bishop of Military Action to coordinate efforts to both expand territory and search for any other buried ancients.

Prisci

A Sabbat Priscus is... a difficult thing to nail down. A Priscus (plural Prisci) is an advisor to Archbishops and above. While they generally have little power, they know many who wield great influence among the Sword. It is normally thought that Prisci have little actual authority—after all, they are advisors... but in practice, it is rare for them not to be counsel for those who would readily exercise power upon their behalf.

In the war, it is common for Prisci to assist in coordination and advisement on military issues and the value of targets. They are often the "impartial" third party in the room when a Cardinal and Seraph or Archbishop and Watch Commander are discussing overarching strategy.

Becoming a Priscus is a matter of trust and honor. It isn't often that an inexperienced Sabbat makes the cut to be pulled into their ranks—most have some Bishop or Archbishop experience under their belts.

Templars and Paladins

Templars have seen a change in recent nights. Templars aren't assigned anywhere particular these days and are pretty much roaming assassins. They can go fully nomadic to pursue targets that they want. Templars have earned the right to choose their targets by combat and number of enemy kills—though some say you can get a sweet gig as a Templar for getting in the favor of certain Archbishops (but you didn't hear that from me).

The charter of a Templar is to hunt down powerful enemies of the sect and servants of the Antediluvians. Provided they are actively hunting a target, they can go where they please. If a local Bishop takes offense, it's one of those rare times they can be told to shove it. If the Templar can provide evidence that their target is in an area, they have a blank check to go and do whatever they want as long as it doesn't threaten the Sword in the area. The only time they get pulled to heel is if the local Watch Commander needs them to back off for Black Hand operations—or they irk an Archbishop.

Templars who abuse their power and do not produce results often find themselves on the wrong end of a Monomacy—or at least a really shitty re-assignment.

Paladins are bodyguards, as usual. Primarily to Archbishops and above. Bishops don't use them often unless they are in a heavy warzone, in which case their Archbishop will temporarily assign them one of their own.

Once you go Paladin, you don't usually go back. Most are sworn into service of a Sabbat official for unlife. Cardinals and Archbishops often have at least a handful of skilled Paladins to protect them, and thereby the interests of the Sword.

The Pack

Packs... man, talk about the foundation of the Sabbat, right? You already know how your pack is set up. There hasn't been much change in pack structure or duties in centuries. The pack is our basic unit of organization—get a bunch of licks that work well together, get a vaulderie going, and set up a hierarchy. While packs can be assembled to handle specific needs (like a group of infiltrators sneaking into a military camp to get intel), the longest standing tend to be those that gather naturally. Meet a few licks, find out you got goals and other shit in common, and forge bonds. In short, the pack becomes a family of sorts—a band of brothers and sisters under Caine who see to the needs of the Sword and the death of ancients.

Every pack has three common positions to be filled to be a fully functioning unit—a Ductus, a Priest, and an Abbot.

A Ductus leads each pack. They're the decision-makers and final arbiters of how orders are interpreted. They have a responsibility to their packmates, however. If they don't perform up to snuff, they can be ousted and replaced.

Pack Priests see to the spiritual wellbeing and ritae needed for each pack to grow strong and thrive within the sword. Some packs have a primary Priest and a Priest in training so that should the Priest fall, they have someone ready to see to the needs of their brothers and sisters.

Abbots see to the haven and feeding needs of the pack. While some licks tend to shit on Abbots, I think that's one of the dumbest things you can do. The Abbot isn't your bitch. They're the badass member of your pack that can see to security and

gets you food when you can't get out yourself. You piss off your Abbot, you're likely to be sucking down some drugged-up bastard or the scraps from everyone else.

Packmates are your brothers and sisters. The closest thing to family you'll ever have. Treat them right and you might just make it.

Politics and Ancients

Look, when it comes down to it, we're all in it for the same reason: to kill the damn Antediluvians and their lackeys. It's why we went to war, and it's what we do on a nightly basis. While we have our goals firmly in mind and know what we need to do, that doesn't mean that there aren't some bastards sitting in the back, manipulating events and scheming. Sometimes, when I think of it, it's like plotting against one another is a compulsion in our blood.

We all had a glimpse of what could come when the damn Ravnos ancient woke up and caused all sorts of hell. Remember that? Yeah, hidden as a typhoon or some bullshit to the mortals. What happened? That's right… the remaining Ravnos all went batshit crazy and started eating one another. Now, you're lucky if you run into one (or unlucky, really).

That's the kind of horror we're all in for if we let the bastards wake up and put us to the sword.

Fuck that. We're taking the fight to them… and it's undeniable that we're making progress. This bullshit "calling" or "beckoning" or whatever some of the licks are calling it? I think it's the ancients realizing their asses are in trouble—so they're pulling their elders to them for protection, or to be lambs to the slaughter to buy them time to gain strength. Either way, we're making an impact.

The problem with that impact is that there is *always* someone looking to get a leg up on their fellows. Politics in our sect have always been cutthroat. While we may reserve the Monomacy ritae as sacred and may not use it as frequently as some would believe, it is still an option when someone has grossly overstepped their bounds. Piss off an Archbishop by talking shit at an esbat? Not Monomacy worthy. Killing said Archbishop's kid because you demo'd a building without making sure fellow Sabbat were evacuated? Might catch some hands.

Thing is, even in the violence of war, some cainites will always be playing politics. Resources get redistributed, sometimes they get denied. The game of who you know and what you can do for each other still plays out. Some Bishops want their own Archbishoprics, some Archbishops have eyes on a Cardinal seat… scheming just comes naturally to us, so expect it.

Chapter Three:

Sabbat in the Modern World

"He is a weapon, a killer. Do not forget it. You can use a spear as a walking stick, but that will not change its nature."
— Madeline Miller, The Song of Achilles

State of the Sect

The Sabbat has changed dramatically in the last few decades, transforming significantly since the late 20th century. Gone are Sabbat-held cities across the world. Replacing them are operating theatres and warzones of the Gehenna War. These changes have impacted the very nature of the sect, despite its adherence to its original ideas of freedom and death of the ancients.

In these nights, the Sabbat has been reformed into a weapon against Caine's errant childer. Ancients have fallen beneath the fangs of the Sword and more remain to be destroyed; the ultimate goal being the destruction of the remaining Antediluvians.

The Gehenna War

Once the Sabbat rededicated itself to the destruction of ancients, the sect began to remove itself from its long-held territories across the globe. Resettling in the Middle East, the Sabbat found a new home among the ruins of ancient civilizations and forgotten crypts.

As more and more Sabbat abandoned their cities to Loyalists and Status Quo, the Camarilla took notice and began to strike against its enemy's former strongholds. The activity drew the attention of the Second Inquisition and the two forces, though opposing, began to eradicate nearly every trace of Sabbat territory across Europe and the Americas. This act allowed the Sabbat that

remained to fade into the background across the globe.

In the Middle East, the Sword of Caine established its theatres of war and diligently began to grow its operations across numerous regions. In the early days, the Sabbat's presence and numbers shocked the Ashirra and what few Camarilla members traveled across the region. As activities increased, the two enemy sects began to ally out of convenience, their holdings attacked, and their elders destroyed by the reinvigorated Sabbat.

The focus and precision of the sect were also unexpected to its enemies. The Ashirra and Camarilla did not expect such organization and devastating violence. Gone were quiet battles in the dead of night and chess moves through mortal pawns and revenants. The Sabbat embraced its violent nature, leveling entire villages just to strike out at opponents, demolishing everything in its path.

As the War progressed, the Beckoning brought new opponents to the Sabbat. More potent elders were drawn into the conflict and it forced the Sabbat to adapt its strategy. Archbishops and Watch Commanders were redistributed, and more in-depth strategies were developed. The Sabbat embraced or made ghouls of more capable tacticians, taking the fighting to a new level in the desert.

Currently, the Sabbat views their efforts as successful. Elders regularly die to the fangs and claws of the Sword of Caine's members and the occasional ancient is unearthed and devoured. Higher-ranking Sabbat do everything they can to feed into the momentum of the Sword, maintaining tension in the region that has not been felt in centuries.

Operatives outside of the War

While the Gehenna War is consuming the majority of the Sabbat's efforts, the Council of Cardinals and Seraphim understand the value of agents acting outside of the warzones of the Middle East. In their wisdom, the upper echelons of the sect have acted to stifle information flow from their theatres of war to the larger cities and decision-makers of the Camarilla and Ashirra.

Given the Camarilla's prohibition against electronic communication, the Sabbat realizes that their enemy relies more on dead drops and couriers. As a result, the Sabbat seeks to assassinate such operatives and compromise dead drop locations and ciphers to scramble the Camarilla's abilities to receive solid intelligence on the Sword's movements and numbers.

To aid in these endeavors, the Sabbat maintains networks of nomadic packs that travel Europe and the Americas. These packs are tasked with observing Camarilla movements and gathering intelligence on what the Camarilla knows of Sabbat operations. When required, they eliminate spymasters or arrivals from the Middle East that seem to know too much about the efforts of the Sword in the Gehenna War.

Aside from assassination and spying, packs stationed outside of the Gehenna War are also tasked with recruiting potential converts and embraces. While locals in the Gehenna War are just as skilled as those outside of its boundaries, there are occasional resources that can be best gathered elsewhere.

Duties Outside of the Warzone

Sabbat packs that are positioned away from the primary warzones of the Gehenna War can have a wide variety of duties. Some of those may include...

Escort Duty: Escorting officials with sensitive information to other Sabbat agents or taking recruits to the warzone.

Intelligence Gathering: Spying on the Camarilla and Ashirra to gauge their knowledge of Sabbat activity. These assignments could include abduction and torture or murder of cainite targets.

Targeted Assassination: On occasion, an enemy of the sect can escape the Gehenna War with knowledge that can disrupt Sabbat efforts in the region. When these people escape to Camarilla or Ashirra holdings, agents outside of the warzones are tasked with their elimination to minimize the impact of their knowledge.

Camarilla Disruption: The Camarilla knows the Sabbat maintains a presence outside of the Gehenna War. The Sabbat realize this and, on occasion, seek to remind the Camarilla of that fact. Disruption assignments usually occur as a red herring or simply to distract Camarilla efforts from more important Sabbat movements outside of the War.

Elimination of Elders: Some elders escape the beckoning or return from the Gehenna War—how this is done doesn't matter to the Sabbat. What matters is that they understand that they cannot escape the Sword of Caine. As a result, the occasional War Party manifests to eliminate such elders. One of the more prestigious assignments, the Sabbat uses these types of missions to keep Camarilla and elder efforts divided between the warzones of the War and their own territories while sewing fear of the sect.

Organization

View from the Ground

Sabbat cainites are a collection of vampires that thrive off conflict. To enforce a level of control over some of its more murderous members, the sect has instituted a set of responsibilities that are assigned to trusted members. This is done to ensure that the safety of the sect and the accomplishment of its goals are paramount.

The foundation of the Sabbat's order comes in the form of the pack. Each pack is lead by a Ductus (plural: Ducti) who oversees its assignments, sees to the training of its members, and ensures loyalty to the Sabbat is maintained. Each pack possesses a Priest that performs ritae and tends to the spiritual needs of the pack's members. Abbots are used to secure havens and see to the feeding of pack members. Each has its responsibilities and duties to the pack. Black Hand Columns function identically to a traditional pack, including holding the same positions. Though their degree of skill and martial prowess may differ from normal packs, their operation remains the same.

The Ductus

It is common for a pack to make its name based on the reputation of its Ductus. A well-respected Ductus often leads to a well-respected pack. Once a Sabbat member ascends to the position of Ductus, either through assignment, death of the previous Ductus, or challenge, they have a new host of responsibilities to the sect.

Duties of the Ductus

- **MAINTAINING ORDER IN THE PACK.** The Ductus oversees all pack relations and discipline outside of ritae. It is the responsibility of the ductus to ensure the compliance of their packmates.
- **COMPLETION OF ASSIGNMENTS.** When a pack is given assignments by those of higher station, or when they take it upon themselves to create a mission for their pack, it is the responsibility of the Ductus to ensure that all mission objectives are completed to satisfaction. The Ductus delegates duties and responsibilities to the members of his pack.
- **TRAINING OF PACKMATES.** It is the responsibility of the Ductus to maintain the skill levels of his packmates and to ensure they are properly trained and equipped for their missions.
- **MAINTAINING PACK RELATIONS.** The Ductus is often the spokesperson for their pack. It is on the shoulders of the Ductus to maintain proper relations with other packs so that the smooth flow of communications and coordination of efforts are ensured.
- **SECURING ESBAT LOCATIONS.** When one or more Sabbat packs gather to celebrate the ritae, it is the responsibility of the hosting Ductus to ensure that the esbat is secure and safe for all to attend.
- **APPOINTMENT OF PACK POSITIONS.** Ducti have the final word on who holds a position within their packs. While some may use a more democratic method by which to select Priests or Abbots, Ducti have the final word in the assignment of roles.

The Priest

Priests within the Sabbat are given special duties to see to the spiritual needs of their packmates. In this, they monitor their brothers and sisters for lapses in loyalty and the insidious advance of the beast. These duties require the Priest to know their packmates very well and have a bond of trust with them. If a packmate is struggling with the encroaching talons of the beast within, it is the Priest who must recognize it and put together a plan of action to pull their packmate back from the brink.

Duties of the Priest

- **PERFORMANCE OF RITAE.** The most sacred duty of the pack Priest is to see to the performance of the sect's holy ritae. From the Auctoritas to the Ignobilis, the Priest is responsible for knowing the proper rites to allow his pack to function within the sect.
- **TENDING TO THE SPIRITUAL WELLBEING OF THE PACK.** The second most important duty of the Priest is to ensure that members of the pack are not in danger of succumbing to their beast. This often involves understanding the behaviors of their packmates to detect when something is not quite right.
- **TRAINING IN THE RITAE.** Pack Priests must maintain a healthy knowledge of the Sabbat's ritae. In addition, they must ensure that someone is prepared to take over responsibilities for the ritae in the event they are incapacitated or killed.

The Abbot

Each pack has an Abbot that sees to the needs of their pack regarding feeding and haven security. These are the cainites that appropriate a haven (sometimes with assistance from their

fellows) and see to its nightly security. This can involve setting up a security system, laying traps for would-be intruders, and even dissuading people from looking too closely at the haven.

Duties of the Abbot

- **MAINTAINING HAVEN SECURITY.** The pack Abbot holds the burden of ensuring that their pack's haven is utterly secure from both detection and invasion.
- **HUNTING FOR THE PACK.** When the pack is unable to hunt due to mission constraints or injury, the Abbot sees to the gathering of food and other resources for their use. While the Abbot is not required to feed each pack member every night, it is their responsibility to ensure that there are backup food sources available.

Bishops

Bishops are ministers and mid-tier executives for the Sabbat. Assigned to either an Archbishop or a region, Bishops usually have an area of expertise in which they specialize. These cainites are almost always pulled from the ranks of the priesthood and many maintain ties to the Ecclesiarch, though some accomplished ducti are elevated to the position. Powerful cainites, Bishops hold a vast array of influence over Sabbat politics and assignments within their regions.

Duties of the Bishop

- **ASSIGNMENT OF MISSIONS.** Within their area of authority or their region, Bishops are expected to see to the delegation of duties and specific assignments to packs. They are then responsible for the ultimate completion of said responsibilities.
- **TENDING TO THE SPIRITUAL HEALTH OF THEIR REGION.** Bishops function like Priests when it comes to the wellbeing of those within their area of authority, though it may not be their primary responsibility. In regions that have multiple Bishops, this responsibility can overlap through them all.
- **SECURING OBJECTIVES FOR THE SABBAT.** In areas that have Bishops over specific spheres of mortal ties or specific responsibilities, the Bishops are solely responsible for seeing to the completion of objectives within their spheres of specialty.
- **TENDING TO THE NEEDS OF THE ARCHBISHOP.** Almost all Bishops report to an Archbishop. In these cases, their final duty is to see to the needs of the Archbishop. These needs may be spiritual, or more mundane—such as the securing of a specific esbat location.
- **APPOINTMENT OF TEMPLARS.** In regions where there are no Archbishops, Bishops may appoint Templars to assist in accomplishing missions for the Sword by virtue of deed or prowess.

Archbishops

Archbishops are usually the highest-ranking official that a pack member will meet within the Sabbat—unless they are either very lucky or very unlucky. Archbishops are given leave to rule over specific cities or larger areas for the Sabbat by the grace of Cardinals and Seraphs. Each new Archbishop must be given their title by a Cardinal. The method by which Sabbat earn the right to become Archbishops vary from Cardinal to Cardinal, but all arise from the ranks of the priesthood.

Duties of Archbishops

- **EXECUTION OF DIRECTIVES BY REGION.** Archbishops must successfully see to the completion of mission objectives and strategic goals given to them by Cardinals and Seraphim for their regions. It is ultimately the responsibility of the Archbishop to assign the proper packs to accomplish tasks or requisition aid when needed.
- **APPOINTMENT OF BISHOPS.** The appointment of Bishops is seen as an intelligent move to delegate responsibility and tasks to capable hands. While some Archbishops grow wary of Bishops who seek their power, nearly all have appointed a Bishop or two to oversee operations in matters beyond their personal expertise.
- **APPOINTMENT OF PALADINS.** Archbishops are the lowest ranking Sabbat authority able to appoint Paladins. Used as bodyguards for Archbishops and Bishops alike, Paladins are sworn into service for unlife, willing to give their own lives in protection of the Sword's hierarchy.
- **APPOINTMENT OF TEMPLARS.** Like Bishops, Archbishops can appoint Templars in service to the Sword.
- **ENFORCEMENT OF THE CODE OF MILAN.** Archbishops are entrusted with being the final word in local disputes over the Code of Milan. When Sabbat violate the Code or have news of potential violations, it is up to the Archbishop to ensure such concerns are addressed and handled accordingly.

Watch Commanders

Watch Commanders are on-site coordinators, logistics support, and strategic advisors for Black Hand Columns. They are also responsible for coordinating efforts with local Bishops or Archbishops when needed. Watch Commanders observe, report, and adjust situations on the ground for Black Hand missions.

Duties of Watch Commanders

- **COORDINATION OF COLUMNS.** Watch Commanders are responsible, like Bishops, for the execution of missions within their regions. They are given the burden and honor of seeing to mission completion and overcoming obstacles to strategic goals.
- **COORDINATION WITH LOCAL AUTHORITIES.** The first real connection that Bishops and Archbishops may have are mission briefings and goal assignments with Black Hand Watch Commanders. The onus for coordination in such cases is on the specific Watch Commander assigned to the region.
- **RECRUITMENT OF POTENTIAL HAND MEMBERS.** As authorities on-site, it falls upon Watch Commanders to identify individuals that could potentially be recruited into the Black Hand as operatives should they meet certain criteria of expertise and confirmed enemy kills.

Dominions

Dominions for the Black Hand are akin to Archbishops for normal Sabbat. They oversee regional operations and mission functionality for all Black Hand Columns within their authority. These individuals are always drawn from Watch Commanders and are placed in a position of great respect and responsibility. They often work from the shadows, sending Watch Commanders to negotiate coordination efforts or to inform Bishops of priority targets

and opportunities within their regions.

Duties of Dominions

- **EXECUTION OF DIRECTIVES BY REGION.** Like Archbishops, Dominions are responsible for operations within entire regions. Dominions are ultimately responsible for the completion of Black Hand missions and strategic directives within their areas of authority.
- **COORDINATION WITH LOCAL AUTHORITIES.** While many Dominions place Watch Commanders in charge of local coordination, in the eyes of the Seraphim, it is the responsibility of Dominions to see to proper collective action.
- **APPOINTMENT OF WATCH COMMANDERS.** Dominions are charged with assigning the title of Watch Commander to effective individuals, allowing the Black Hand to delegate responsibilities for ease of execution.
- **MILITARY JUSTICE.** Dominions are responsible for seeing to the punishment, reprimand, or death of those beneath their authority who either abuse their positions, endanger the mission of the Black Hand, or cause harm to the overall goals of the Sabbat.

"Criminals do not die by the hands of the law. They die by the hands of other men."
— George Bernard Shaw, Man and Superman

Crime and Punishment in War

By Jonathan Blake, Tzimisce Ductus of the Wolves of Wallstreet

Military justice is something that just… doesn't really work in the Sabbat. For all our fighting and tactics, we operate on a distinctly unique wavelength when compared to humanity. Therefore, human punishments often quite miss the mark in correcting inhuman behavior.

We don't operate under the Geneva Convention. We aren't governed by a list of war crimes or human scales of right and wrong. This means we need to make our own rules. Luckily, we have the revised Code of Milan to guide us. This is where it gets tricky.

See, shit happens in war. Cainites tend to use the cover of battle to eliminate rivals and to silence potential witnesses. In the overall scheme of things? If the mission is accomplished, the Sabbat doesn't give a shit. The age-old rule of "nothing is forbidden as long as you don't get caught" is in full use, to be honest.

However, as a Ductus, I see shit on the ground that sometimes **must** be addressed. A pack actively endangering another because of a petty rivalry between ducti? This puts the rest of the Sword at risk and should be stopped.

The problem is that in the shifting fields of battle, applying the Code is usually left to the survivors. This isn't a situation where we have permanent holdings or cities (for the most part). We have operational theatres on the front lines. While we have roaming assets across the globe, our strength is truly focused

on various warzones. This means that we often must survive before we can report activities to our betters or can find an impartial Priest to handle Monomacy challenges. Since packs can be in the field together for weeks or months at a time, letting rivalries or issues brew for that long can be deadly. As a result, packs have begun using the contrition ritus as a stand-in to resolve matters in the field.

Contrition

The Contrition ritus has moved on to become one of the Auctoritas Ritae due to the new realities of life in the Sword. This was not without some resistance, to be certain. Formerly an Ignobilis Ritae, Contrition's uses became more and more widespread once the Hand and Cardinals sent us to active war. By 2010, Contrition's status had been changed and it was considered a must-learn Auctoritas for all Priests in the field.

Contrition is one of the ritae that tend to be very pack specific. That is, most packs have their own special twist on the rite and how it is performed. At its core, Contrition is about the admission of guilt for having wronged a fellow Sabbat—or several Sabbat. The offending party makes a ritualized show of guilt and accepts a punishment deemed appropriate by both his Priest and the Priest of the offended party or parties (this might be new to some of us, but it is what we have found works best in the battlefield—if both Priests agree, chances of resolution improve).

Provided contrition is accepted and the punishment viewed as appropriate, the matter is considered settled and all parties involved move on with their unlives. If it is not satisfactory, the parties involved have some serious choices to make. They can either await a third Priest for a Monomacy challenge to progress, or another attempt at contrition can

be made. Given the nature of our work and mission, the latter is usually preferred to the former.

Common Contrition Punishments
Despite the varied nature of situations that may cause two packs to have issues, punishments are relatively straightforward. Some of the examples we run into are usually theft, assaulting other Sabbat members, the humiliation of fellow Sabbat, or the killing of mortal pawns. As we tend to cause a great deal of bloodshed, the last happens quite often.

In these cases, something of a similar potency is usually placed upon the offender. It can be the loss of property, or something more grievous. For example, I know of one pack that likes to require the removal of a hand as punishment for theft, leaving the offender under further punishment if they regrow the limb before a certain amount of time passes (usually a week).

In exchange for killing mortal pawns, one usually covers the services that the lost mortals would have performed for a month or so (which can be incredibly degrading). My pack tends to remove tongues for the offenses of humiliation or slander, for example.

Punishment should be flavored to fit the crime. After all, poetic justice is more memorable than bland penalties.

Monomacy
Oh, what a hot topic this is. Monomacy was once considered one of the most abused Ritae in our sect. Firebrands would declare Monomacy challenges at the drop of a hat. They don't like your smile? Monomacy. Do they think your pack name is bad? Monomacy. They were a powerful lick and just wanted a good rep—and you looked at them funny? Monomacy. Cainites built entire reputations on being undefeated in Monomacy—and tended to lord it over younger licks.

This caused problems.

Monomacy is rarer these nights in the war... because it's not very often that you have so many packs around you to find a neutral third-party Priest to approve and perform the ritae. I can't really express enough that Monomacy should be a last-ditch resource for settling grievances within the Sword. If you're gun-happy and think that you're just going to challenge and kill everyone over small disputes, then you're missing the damn point. You'll get a rep... for abusing the ritus.

Removal from the Sect
So... here's the thing. I remember gliding around the Midwest with my pack years back. We ran into an Archbishop who claimed that they were removing members from the Sword for crimes against their brothers and sisters.

I nearly laughed my ass off.

Do you know how you leave the Sword? As a pile of ash. We don't strip membership from people. We aren't the Camarilla. If you ever get removed from the sect and its protections, it's because you are hunted. There is no going gently into that good night.

The one who saw too much

Blood. He could taste it in his mouth. It wasn't the vibrant, resonating blood of a human, however. That would be far too convenient. This had a taste of amber and ash... something old and thick like molasses. Lambach swallowed it down as his eyes slowly opened.

There was smoke in the air, slithering through his vision from a nearby pipe. He could smell the richness of the blend. It served to awaken the rest of his senses. He could hear voices coming into focus—a couple speaking in Farsi to his left, two American tourists disputing a bill somewhere to his right, and above it all the customary noises of a small pub.

For a moment, he imagined he was back in Europe, but it was short-lived. The scents of this place were uniquely middle eastern. The spices in the air from the kitchen, the smell of the desert whenever the door opened—there was something primal about the air that refused to be tamed.

With a grunt, he shifted in his seat. His clothes were crumpled, and a few spots of blood marred the white fabric of his button-up shirt. When he gained his bearings, he identified the booth in which he had awoken. The leather of the seats was worn in a recognizable pattern, a few small tears at its seams having been patched poorly. The wooden backing between booths was aged and a bit splintered at the joints. It was why he liked this place—it felt old and used, much like him. It was a damn joke for him to wake up in this place in such a way.

Once he felt himself on familiar ground, the elder dragon tried to compose himself. He smoothed his shirt and wiped his lips with a napkin, bringing it away with a few drops of blood. Lambach sniffed it briefly, raising the cloth to his nose.

"Fucking Nosferatu," he spat under his breath. His nose wrinkled as he crumpled the napkin in his hand before stuffing it into one of his pockets.

"The hell have you been having me do?" he asked quietly. While he addressed no one in particular, he knew his target audience was listening. The Eldest was always listening.

Lambach could feel it, writhing quietly behind his eyes and stirring in his blood. He had escaped to this country because, for a time, it was the one place he felt alone. The Eldest Fiend had left him to his solitude in this desert, contented to let him feed off drunkards and opium addicts to try to escape his own memories.

Apparently, it had changed its mind.

Checking his watch, Lambach frowned at the date. Three nights. He had been out of control of his own form for three nights and awoke with Nosferatu blood on his lips and in his mouth. What game was being played was beyond him, but he knew that before long he would be thrust back into the Eldest's machinations.
"Why won't you let me fucking die?" he sighed, resting his head in his hands as the sounds of mortals around him began to blissfully overtake his thoughts. Somewhere, in the back of his mind, he thought he heard laughter.

Warzones and Respite

The Sabbat has waged war across the Middle East for over a decade. The sect has gained ground through fire and blood, burning and devouring elders where they are found. In all this chaos, some cities and mountains have become a common refuge for the Sword while others have become hotbeds of activity where battles between the Sword, the Camarilla, and Ashirra have grown to nearly epic proportions.

The following are warzones of importance and areas of respite for Sabbat in the Gehenna War and across the globe.

Baghdad, Iraq
This place is a goddamn warzone when the lights go out. We're here because it just reeks of elder blood. That, and the temptation to fuck with the small Camarilla presence and the Ashirra is just too great to ignore. We've taken over much of the area outside of the city over the years. For us, our operational strength in the area is just overpowering. In some ways, I feel bad for the Cammies. They really have no idea how deeply entrenched we are here.

We thrive in chaos...and, to be real, Baghdad has been chaotic from a mortal standpoint—and we've exploited that for our ends.

On the flip side, it's a cool place to visit. Swing by some time. It's full of culture, ancient history, and amazing blood.

--Danielle Diamond, Gangrel member of the Abyssal Hounds pack.

Chicago, United States
Alright, all things being equal? Fuck Chicago. We've had a bad history with this city and it just hasn't gotten any better. Now, we hate it for different reasons. It's the city that the traitor, Talley the fucking Hound retreated to to try to petition for the Lasombra to become part of the Camarilla. This city? It's the site of his betrayal. I say we burn the fucker to the ground.

The issue is that the Camarilla is just too damn strong in the city. Any time we try to slip through, we almost inevitably get busted. We don't always die, but it's never good. If you show up here, lay low and try to pick off Talley's lackeys. Just know that they're likely expecting us. You don't show up and try to get an entire clan into your sect and not expect the sect they're leaving to come knocking.

--Vincent Edwards, Lasombra Ductus of the Knights Errant pack.

Damascus, Syria
Damascus is an incredibly ancient city. Within its walls and hidden beneath its streets are secrets that no mortal could ever comprehend. The place reeks of blood both new and ancient. I have uncovered the secrets of elders and locations of precious havens by simply walking its streets night after night and keeping my senses about me.

The Camarilla uses Damascus as a pit stop in their travels. We allow them this because from here we can track them with ease. Our eyes and ears are everywhere in Damascus. While we maintain a loud presence outside of the city, we trick the Camarilla into thinking the city is outside of our grasp.

If they knew the truth, they'd never travel to the city—and really, that would be a mistake. If you haven't tasted Camarilla blood, it is positively saturated with naivete.

Come to the city sometime and we will hunt one together.

--Asaam Sarraf, Tremere Priest of the Living Prophets pack.

Khatt, United Arab Emirates

I don't know what the fuck went down in this city, but it's hit the map of some serious players in the sect. We had some Scholars Emeritus in the area for a small time, exploring ruins from ancient Sumer, but everything hit the fan a few months ago. A local pack was sent to watch over incoming Camarilla members—and went missing. The last transmission we received was that a pack needed backup. Somewhere in the tunnels under the city, some ancient Nosferatu woke up, apparently.

Since then, the pack vanished, the city's been cordoned off, and tourism has fallen like a rock. A damn shame. They have great hot springs and feeding would be a trip. Still, you have to wonder what's there. Camarilla stays away now, and any Nos that gets anywhere near the place starts feeling creeped out.

Me? I'm keeping an eye on it from a distance.

--Gene Five, Tzimisce Abbot of the Reaver's Claw pack.

The Ruins of Petra, Jordan

I'm not one to give any stock to claims of ancient beings at tourist sites... but this place just creeps me the fuck out. Petra is one of those series of ruins that just makes you feel weird when you walk among them. You've probably seen it in a movie or recognize it from pop culture. Don't bring any of that baggage here. Trust me. Tourists bring enough.

There's something about the ruins, though... something unsettling.

--"Fin," Nosferatu member of the Glass Eaters pack.

Sharjah, United Arab Emirates
Talk about a rough assignment. I'm not sure if it's just me or if surveillance has just grown more boring over the years, but babysitting packs in Sharjah is just… goddamn boring. While Sharjah is an important city for the Sabbat, we don't overtly rule or have any real presence in the area. We're only there because of Dubai.

Dubai has a very restrictive view of who is allowed in the city. It's primarily Ashirra, but the occasional Camarilla delegate has stayed a small spell in its confines. Because of this, and because of the prominence of the city and those who visit, the Black Hand has decided to keep a close eye on the comings and goings of dignitaries. Hence, my Column gets stuck watching the licks sent to do the watching.

The city is nice, though. A bit pompous, but there is a large industrial area, and the affluence (and blood) of those who frequent it can make it bearable from time to time.

--Mikhail Rustov, Brujah Ductus of the Obsidian Spear Black Hand Column

Shiraz, Iran
Close to the World Heritage Site of Persepolis, this city is a great spot for the beginnings of research into potential target sites in Iran. Many Scholars Emeritus pass through to examine its ruins and to perform research into ancient cities that dotted the area.

While there are numerous tourist sites within the city, locals can take you off the beaten path to barely recognizable sites and talk about rumors and local culture—for a small fee.

Shiraz has been a blessing for future planning that cannot be denied.

--Lynn Walker, Pander Priest of the Ebon Pathway pack.

Yalova, Turkey
Being posted at Yalova is a thankless job filled with nights of revelry and incredible feeding opportunities. We have a station in Yalova to watch passage from Istanbul—and whatever passes from the Black Sea to the Sea of Marmara and to the Aegean. We maintain a minimal presence for intelligence—and a series of havens for a potential influx of Sabbat to handle assassinations in Istanbul proper.

Our job here is incredibly important and has led to several of our members establishing deep ties with local smugglers and shipwrights. Yalova is situated quite nicely for our purpose.

--Feriha, Toreador member of the Velvet Blade Black Hand Column.

Chapter Four:

Blood Calls to Blood

The Clans of the Sabbat

By La Senorita, Ventrue Priestess of the Vivid Dream pack.

The history of our sect is rife with violence. Should it be any surprise that our membership would wax and wane over the centuries? I don't think it's a question of "if" clan numbers rise and fall, but "how." In the time I have been Sabbat, I have seen entire clans join the righteous cause and leave it once more. Some have left of their own accord, others have vanished through violence and become nothing more than ash.

When the Sabbat came into being, we had two founding clans—the Lasombra and Tzimisce. Following them after the Anarch Revolt came members of the Banu Haqim, Brujah, Caitiff, Gangrel, Ministry, Nosferatu, Ravnos, Toreador, Tremere, and Ventrue. The numbers were on our side... and they remain that way. We host a greater collection of clans than the Camarilla ever has.

Over time, more joined our fight. The Salubri-Antitribu and the Harbingers of Skulls. As well as other bloodlines and offshoots from our clans.

The Bloodlines and Clans that once were

There were once bloodlines that called the Sabbat home. This is no longer the case. The first casualty in the Gehenna War happened to be the Blood Brothers. Created through Tzimisce alchemy and magic, the Blood Brothers were often seen as a tool of brute force. They weren't bred for intelligence, and it was clear. Still, they were a testament to the Tzimisce ingenuity of the time.

The last pack of Blood Brothers found their end sometime in 2009. An elder Toreador awoke from slumber feasted upon them before being put to the sword by their accompanying

Black Hand Column.

The Kiasyd, the other bloodline that called the Sabbat home, are also no longer truly within our ranks to any appreciable degree. The fae-like creatures were always a rarity within packs, but once we went to war, they virtually vanished from all activities.

Now, the Kiasyd are primarily considered off-limits for contact. Only those of high stature know where they reside or how to contact them, and they only do so in exchange for translation services or knowledge of ancient cultures.

The Harbingers of Skulls departed from us of their own accord. They left no explanation and offered no parting words. Their packs reported them missing and as the number of absences increased, the Sword read the writing on the wall. Of course, you may hear them tell of us moving on without them—but is their refusal to join in our war not abandonment?

These traitors fled the Sword's cause and likely joined with the other Necromancers as Hecata. The question now has been: what do we **do** about it? The answer from higher up for now has been silence. To some Sabbat, this is not acceptable. While the Hecata may not be very active in the Gehenna War, we do have operatives around the world in places that they **are** active. Some Sabbat have taken it upon themselves to go traitor hunting. I can't say I blame them.

Truly Gone?

Players may ask if the Blood Brothers and Kiasyd are really, *really* gone from the Sabbat. The answer is yes. The Blood Brothers had their run and met their end in the opening years of the Gehenna War. They were tools to be used and they were used to their last. There are no "last survivors of the massacre" or final members remaining. Also, with the loss of blood magic from the Tzimisce, there is no ability to create more.

The Kiasyd are likewise unplayable. Those few that remain are hidden away in private sanctuaries. In the first year of the Gehenna War, two Kiasyd were destroyed searching for ancient crypts. Since the Kiasyd were already rare by any accounting, this sudden loss shocked the remaining into keeping their distance from the Sabbat as a whole. While they are still considered Sabbat, they do not partake of any activities in the War outside of those involving scholarship—and even then, it is only as a last resort.

Kiasyd are not suitable for player characters.

The Ravnos are an odd situation. While they are rare, they are still within the sect and active. However, their bane forces them to move more often than even some nomadic packs are comfortable with...

Then you got the Ravnos. What a strange set of circumstances they have. As we all know, the Week of Nightmares prompted the demise of the vast majority of Ravnos across the world. They ate one another almost to extinction. After that, nothing was ever really the same. While our Ravnos embraced to fill the void, it seemed that some lingering hunger remained within them. Several Sabbat met their ends at the fangs of other Ravnos.

It prompted the isolation of Ravnos within the Sect. If they had turned on their own, how long before their madness led them to act against their packs? As a result, they have become an incredibly rare sight within the warzones we populate. If you meet one, consider yourself lucky—and check your pockets.

Assamite Antitribu

Assassins
Angels of Caine
Unconquered
Betrayers

Having forsaken their parent clan's elder worship, the Unconquered were among the boldest of their clan at the time of the Convention of Thorns. Refusing to bow before the curse of the blood magi of the Tremere, these Assamites risked their very souls to be free of the chains of bondage that would be placed upon them. They found a welcome home in the Sabbat.

While time would see to the majority of their ilk returning to the fabled "Eagle's Nest," those pure of intention and loyal to the Sabbat remained with the sect, continuing their tradition of being some of the deadliest operatives the sect has ever seen. The Angels of Caine call themselves "Assamites" as a contrast to their parent clan's preference of "Banu Haqim."

"It's the easiest thing in the world. Just point, pull the trigger, and people go away."
— Obie Williams, The Crimes of Orphans

Of Blood Gods and Cainites

By Maalik Dhofar, Assamite abbot of the Heaven's Anger pack.

The Unconquered have an honored history within the Sabbat. We refused to bow to the indignities placed upon our clan by the warlocks of the Camarilla. We earned the name Angels of Caine through our dedication and by devouring enemies of the sect. We were the stuff of nightmares to our enemies. We were the backbone of the Black Hand and its most successful agents.

And then **It** arose. The demon-child who sits upon the Black Throne.

A creature of myth and blood called to the clan. We all heard its voice. We all dreamt of its charred visage. It called, promising to reignite the glory of Haqim. The founder of our clan would emerge from his exile and lead us on a holy crusade against the get of Khayyin.

Many listened and our presence in the Sword was devastated. Those within the Hand saw the desertion of our representative Seraphim treasonous. They called us betrayers as we left our packs to pilgrimage back to the Mountain.

They were right.

Though many of us left, some of us remained. We refused, once again, to bow to the powers of the ancients. While our founder may have been noble at one point, he is a creature of death and destruction. Though we follow in his footsteps, we will brook no competition. Should Haqim cross our path he will meet with the same fate as any other ancient.

Who are the Assamite Antitribu?
The Unconquered reigned for centuries as the deadliest members of the Sword of Caine. They prided themselves on the triumphs of their clan and were included in the Black Hand in incredible numbers.

Then, a blood god from the clan's history awoke... and called them home.

The Black Hand and the Sword were devastated by an almost clan-wide abandonment of assassins. Assamites flocked to their eldritch mountain in the Middle East and severed all ties to their packs and the Sword. Those who remained in the Sabbat suffered under suspicion and distrust for years.

Assamite Antitribu in Cainite Society
By Rahim al'Badr, Assamite Archbishop of Shiraz

We have been fighting a war against our own ruined reputation for far too long. With the resurgence of the Sword's true mission—the death of the Antediluvians—we have once more found our place. Our blood has once more begun to populate the ranks of the Black Hand. Our operatives uncover intel, arrange logistics, commit to targeted assassinations, and operational disruption.

We select professionals for the embrace and we expect them to only grow more deadly as they learn our ways. We are often placed in positions of authority or strategy. Our more conflict-oriented lead packs or work as force multipliers for packs in the field.

Assamite Antitribu in Mortal Society
By Lisa O'Malley, Assamite member of the Fallen Eyes pack

It's fallen to me to talk to you about the clan's interactions with mortals. It's funny, when you think of it, how we must rely so heavily upon mortals despite being inherently superior to them. That's where people like me come in. I'm into logistics. I arrange transport of materiel and persons across the war effort. My job requires me to have a great deal of interaction with mortals and their businesses.

In this, we tend to feel that mortals who end up being worthwhile or able to benefit the cause are spared our wrath and the indulgence of other Sabbat. We don't protect them, exactly... we just remind our brothers and sisters that our job will be much harder without certain individuals. Sure, accidents happen, but we need to keep some semblance of a network together to get our job done.

Most licks will get the hint after a knife to the throat. Others... well... let's just say I've had to be involved in a lot of contrition ritae.

Sins of the Assamite Antitribu
"Betrayal is the only truth that sticks."
— Arthur Miller

The Assamite Antitribu have had a reputation for being unreliable. This reputation stems from the multitudes of Unconquered that returned to their parent clan when the blood god, Ur-Shulgi called from the Eagle's Nest. In response, waves of Assamites returned to their ancestral home and began to work beneath the creature. The result was a devastating blow to both the Sword and the Angels of Caine.

Now, they are fighting against the tide of this reputation, seeking to prove themselves in sometimes foolhardy ways to be truly faithful to the sect. The solution is a simple one, in their eyes... they will simply leave such a trail of ash in their wake that none can doubt the dedication of those who remain.

Brujah Antitribu

Rabble Rousers
Firebrands
Converters
Brutes

Revolution has always been the clarion call of the Brujah clan. Ever since Patricia of Bolingbrook lead the clan to revolt against its elders, there has been a burning desire within the bloodline to push toward the toppling of idols and systems of authority. While they may talk of ancient cities of peace and betrayals, at the core of their being, the Brujah are just angry. The best way to channel that anger is to find an external problem to focus on to the exclusion of all else.

In the Sabbat, the Brujah are focused—as focused as a wave of destruction and rage can be, anyway. Their target? Servants of the ancients and tools of the Antediluvians. While the Anarchs may rail against the Camarilla and overbearing elders, the Sabbat are doing things about it... and making progress.

"Better to die fighting for freedom then be a prisoner all the days of your life."
– Bob Marley

Badasses being Badass

By Rictor Wiess, Brujah Abbot of the Unearthed Rage pack

Someone once asked me "what do Brujah really do?" So, I hit him so hard that I tore his jaw off.

End of story, right?

I mean, I think so. Fucker had it coming.

In all seriousness, though, we have been called brutes and looked at like mindless weapons for a long fucking time. We started changing that shit. Brujah can talk as slick as any Ventrue and can politic just as well as any Tzimisce. We fight as well as Assamites and punch a shit ton harder, to boot.

So, we kick ass. It's our job. Kicking ass for Caine.

I dig it.

Who are the Brujah Antitribu?

The Brujah of the Sabbat are a surprisingly well-rounded clan. While they have a (well deserved) reputation for being violent cainites filled with unreasoning rage, they are also able to hold their own politically and have often been the source of invigorating speeches and rousing oratory.

The passion of the clan is not lost in the Sabbat. Some of the most prominent Priests outside of the Tzimisce tend to be either from the rabble-rousers or the Salubri Antitribu. With a powerful focus, the passion and rage of the Brujah are used as a devastatingly effective tool for the Sword of Caine.

The Brujah Antitribu in Cainite Society

By Spark, Brujah Antitribu Priest of the Firewalkers pack

We Brujah are both the beat stick of the Sabbat and the voice of temptation for non-Sabbat. Let the Toreador talk about how they can manipulate marks and fool other licks. We, however, back up our words with passion and belief. It makes us amazing at conversion and luring others away from the machinations of the ancients and onto their first steps toward freedom.

When all else fails, we can always hold our own in a fight. We tend to be really good at it.

In truth, our place in the Sabbat is in limbo. We don't have the organization of the Tzimisce to step up and replace the Lasombra, and we don't have the singular focus of the Assamites or the Salubri to stand out on a larger scale.

Sounds like shit when I diss my blood like that, doesn't it? Feels like it, too. But, it's true. Right now, we're gathering our strength and building our power base. We will rise in the Sabbat. We've earned positions and titles... and now it's time we use them to make our mark on the Sword.

The Brujah Antitribu in Mortal Society

By Lindsay Hightower, Abbot of the Sisters of Shadow pack

Mortals. Got to fucking love them. I mean, we all came from them, yeah? And they make the coolest shit. Mortals are our source of everything we need to wage war. The beautiful, fragile things make the best tools for killing our kind. Those Second Inquisition fuckers especially.

We use them for what we need. We don't go walking hand in hand or singing kumbaya. If you think you need to infiltrate a gang or some militia cell, fucking do it. But just get in and get out. No need to linger. We view them as a means to an end. Like most Sabbat. We keep an eye out for prospective childer in some of the more rough-and-tumble areas of the war, but it's not like a Toreador love affair.

Sins of the Brujah Antitribu

"It is human to be angry, but childish to be controlled by anger."
— Mokokoma Mokhonoana

Wrath. The obvious sin carried by the Brujah Antitribu is that of wrath. Their passion grows heated and is often unleashed. Their beast boils beneath the surface of their skin, seeking to feast and tear apart its enemies.

Unlike their Anarch members or those few remaining Camarilla Brujah, the Antitribu embrace this part of themselves. They weaponize it and funnel their passion against the enemies of the Sword. While it can sometimes make them unpredictable even to their allies, the anger of a Brujah unleashed can be a great benefit on the field of battle.

Gangrel Antitribu

Clan of the Beast
Savages
Survivors
Hunters

The Sabbat has always welcomed the Gangrel clan. In the years of the revolt, hardy trackers and those who understood how to travel safely across Europe were in demand as havens burned. When the industrial revolution came and the Gangrel blood adapted to more urban environments... the Sabbat welcomed them. When the Gangrel left the Camarilla in disgust, the Sabbat welcomed those who refused the Anarchs.

Considered some of the most proficient warriors the Sabbat have in the field, Gangrel are a vital asset in the Gehenna War. Whether inclined toward urban environments or the harsh realities of desert life, Gangrel have always found valuable places within packs.

"Man is the only creature who refuses to be what he is."
– Albert Camus

Freeing the Beast

By Scratch, Gangrel Ductus of the Midnight Talons pack

We are more than the bestial weapons of the Sword. Our blood has a strength that has carried us through centuries of hardship. Our instincts have guided packs to safety and ensured survival. Our closeness to our beasts allows us to understand the crimson call of our savage natures more intimately than any other cainite could ever comprehend.

Both sides of our clan—the rugged and the urbane—hold within them a ferocity and power that can leave the most hardened speechless. It's simply a matter of knowing when to relinquish control. In that red rage, in the beast's need to dominate and destroy, we can find a purity that no spiritualist can even imagine.

Who are the Gangrel Antitribu?

Gangrel within the Sabbat fall naturally into survivalist and tracking roles. Their abilities to control animals, their hardiness, and their shapeshifting allow them to survive where other kindred would wither and die.

On top of this, the clan has always held its beast close to their hearts, as evidenced by how it manifests itself in their flesh when they frenzy.

In battle, Gangrel are truly fierce opponents. They are difficult to destroy and possess abilities that can outright murder fellow cainites with relative ease. For the Sword of Caine, the Gangrel Antitribu are nigh perfect warriors for the theatres of the Gehenna War.

They can easily survive in the harsh environments that the Sabbat regularly travel, they can gather information from local animals, and they possess innate savagery that some feel is a requirement to survive and thrive in the hostile lands the Sabbat seek to exploit.

What is interesting about the Sabbat Gangrel is that they generally fall into two separate groups. The Country Gangrel roam the barren lands and outskirts of society, relying on their innate hardiness and skills with beasts to survive with their packs. The City Gangrel are more at home hunting the cityscapes that sprawl across the deserts of the Middle East. Both share the same drawbacks, though the abilities inherent in their blood vary.

Each "bloodline" in the clan is considered fully Sabbat, but the City Gangrel are purely a Sabbat phenomenon. Since the 1800s, the bloodline has called the Sabbat home and finding any outside of the Sect is exceedingly difficult.

The Gangrel Antitribu in Cainite Society

By Vienna Sky, Gangrel member of the Last Dance pack

You might have noticed by now that I'm not much like my brothers and sisters. I'm more adapted to urban environments. Bazaars, resort towns, tourist traps… decrepit industrial sites… these are the environments I stalk and hunt. You'll notice that about us—the division in the blood. It's not enough for us to be two separate clans, but we all have our specialties, preference, and blood-born advantages.

Because of our different skill sets, we are even more useful to the Sword. And we intend to take advantage of it. Most of us City Gangrel were always part of the Sabbat… we haven't seen any Camarilla deserters or Anarch sympathizers with our abilities. And we like it that way. It allows us to ply our skills on behalf

of the Sword and to get a bit ahead of the competition.

We don't have clan heads or shit like that. We just appreciate one another. No one else can do the things we can. No one can survive where we can. The Sabbat needs us. All of us. It's a better strategy for us to leverage that together than as a clan divided along bloodlines. We're all Gangrel.

The Gangrel in Mortal Society

By Freddy the Claw, Priest of the God's Humvee pack

Alright, I'm gonna drop this on you real. We don't much like humans. And it's not really for the usual reasons. Yeah, they're fragile and juicy… but that's not something we hold against them. Before I became a killing machine for the Sword, I was fragile and juicy too. Well, maybe not fragile… and juicy is a weird word to use to describe yourself… you know what, let's start over.

I don't like humans because I don't like civilization. Herding people into cities and taking away their ability to subsist on their own… they're becoming willing sheep to the slaughter. They created rules on top of rules to slowly kill themselves. I don't like them because they've culled themselves.

Now, some of us deal more with cities than others. And they're scary fucking good at it. I don't. And that's really gonna be the line you'll see over and over. But the one thing that is almost constant—we find the humans as unworthy prey most of the time. It's too easy. Oh, there's no pity for us. It's more contempt. Humanity did this to itself. We're just the reapers coming to take what is offered.

Sins of the Gangrel Antitribu

"To insult someone we call him 'bestial'. For deliberate cruelty and nature, 'human' might be the greater insult."
— Isaac Asimov

The beast writhes beneath the flesh of the Gangrel Antitribu much as it does in their Camarilla and Anarch cousins. Each time they frenzy, the beast imprints itself upon their body as animalistic features. While the occasional Gangrel may find shame in these features of the beast made manifest, Sabbat Gangrel tend to embrace the change.

Some end up resembling an animal more than a human.

The whispers of the beast are heard by every Gangrel. How far they embrace it will determine how long they can maintain any semblance of their human form and, perhaps, human thought.

Alternate Disciplines

The City and Country Gangrel in the Sabbat suffer from the same banes and compulsions but have different innate disciplines. The default bloodline for Gangrel Antitribu are the Country Gangrel, which use the standard Disciplines of Animalism, Fortitude, and Protean.

At their storyteller's discretion, the player of a Gangrel may select to be a City Gangrel. If they do so, they possess the following in-clan Disciplines: Celerity, Obfuscate, and Protean.

Lasombra

Keepers
Clan of Shadows
The Traitorous
Abyss Mystics

Lasombra within the Sword of Caine have seen better nights. After the "defection" of Talley the Hound and the exposure of the Friends of Night having direct involvement in approaching the Camarilla, the Keepers were cast down from their place of prominence in the Sabbat. Eager rivals, such as the Ventrue Antitribu and Tzimisce pounced upon the clan's weakened state. As a result, the Lasombra hold a mere ghost of their former glory within the sect.

While the Friends of Night have been torn down from their position of leadership over Sabbat Lasombra, younger, more eager blood has taken their place. The Lasombra of these nights are ambitious and dangerous, carving a new legacy for their clan within the Sabbat. Unphased by the hatred that may fill the gazes of other cainites, these Lasombra have become adaptable, deadly opponents in politics and war. Unrestrained by the Friends of Night, the Keepers of modern nights can be unpredictable and are utterly driven.

"A man must dream a long time in order to act with grandeur, and dreaming is nursed in darkness."
— Jean Genet

Magisters no More
By Malcom Belacosi, Lasombra Templar of the Broken Scepter pack

We are not what we once were. No wishful thinking, no amount of spin can change the ruin brought upon us by the Friends of the Night. By placing their bets on the Camarilla gambit, the Friends brought us disgrace when their machinations were brought to light.

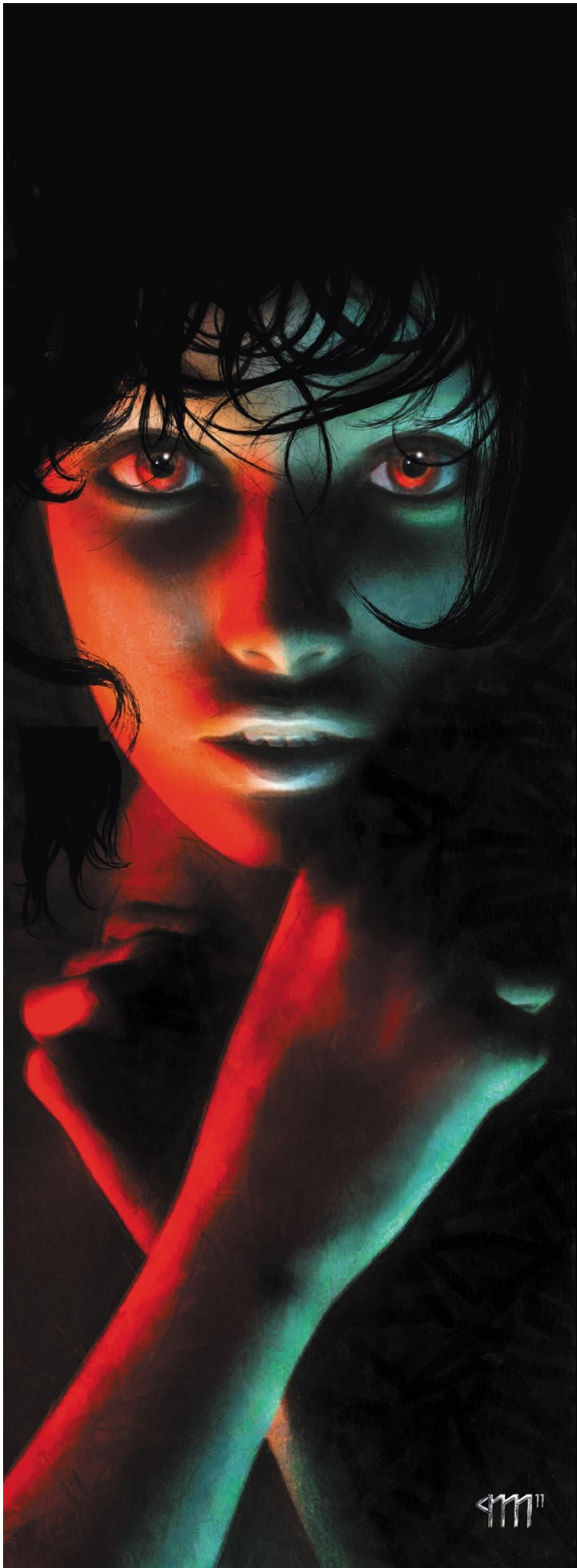
An uprising was inevitable. Our losing station within the Sabbat was inevitable. The actions of the Friends were sloppy and transparent... and they nearly led to our destruction.

We found ourselves beset on all sides by centuries of enemies. Envious Tzimisce, Ventrue, and others leaped upon our weakened state and tore from us almost every modicum of power that we once possessed. They used the actions of Talley and the Friends to cast us down and declare us dangerous to the sect and unworthy of our station.

Those dedicated to the Sword fought back, however. We purged the Friends from our ranks, casting them out to be burned and hunted. We turned our back on the overbearing institution that had led us to the brink of extinction.

Now, we fight back. Every victory won by a Lasombra is a victory for the clan. We will re-establish ourselves as the backbone of this sect and no Tzimisce warlord or would-be Ventrue conqueror can keep us down.

Who are the Lasombra?
Once the most potent clan within the Sabbat, the Lasombra have fallen from grace. To be a Lasombra within the Sword in these nights is to be constantly outperforming other members



of the Sabbat simply to be on equal footing.

The stain upon their clan has not quite faded. The wounds cut into the clan will be slow in healing, but those loyal to the Sword above clan politics are fighting tooth and nail to ensure that they are once more recognized as a pillar of the sect.

Lasombra habits have not changed much in terms of embrace and training new members of the clan—they are ruthless, value efficacy and ingenuity. They cull the weak and test their fledglings mercilessly to ensure that only those worthy of being called Lasombra continue the clan.

Their steadfastness and ruthless pursuit of their ambitions still leave the clan one not to be taken lightly.

The Lasombra in Cainite Society

By Selena Jimenez, Lasombra Abbot of the Obsidian Spear pack

The Sabbat has cast us down from our rightly earned positions of strength. I do not view this as a bad thing, however. Our loyalty was found wanting and now we must earn back our place at the table. As Lasombra, we constantly test ourselves for weakness. We abhor it. Our weakness was found in our highest ruling body.

So, we destroyed it.

Have no doubt, the Friends are gone within the Sabbat. We will not condone their return. Now, we take this opportunity to push ourselves further. Let our fellow Sabbat follow in the wake of our glory. They will once again understand why we once held so many places of honor in the Sword.

The Lasombra in Mortal Society

By Micah, Lasombra member of the Devil's Kiss pack

Do you understand how much of a pain in the ass grooming yourself is without the ability to see your own reflection in a mirror—or only see it distorted as it stares back at you? I'm serious. Would you wake up as a human and walk around without ever looking at yourself or fixing your hair without some way of seeing yourself? Imagine walking into a board meeting with bed head. Add to this the unreliable nature of technology in our hands.

Appearances and technology are important in all walks of life—and unlife. To help us with these small endeavors of importance, we recruit worthwhile mortals as ghouls. We have relied upon them to see to our businesses and other affairs for millennia. I see no reason for us to stop now.

Sins of the Lasombra

"Once you reach the top, take care as the only way left to go is down" -Darren Bateman

As much as they may say otherwise, the Lasombra have learned little from their fall. They still view themselves as the epitome of Caine's children, the powerful that will rule over the weak. This viewpoint has not changed since the clan's branding as traitors to the sect.

In its place, determination to prove others wrong and reestablish their importance has only made the clan more prideful. The Lasombra do not view this as a drawback. They view this as simply being a part of who they are: the fact that they are Lasombra should be enough for others to recognize their worth.

Malkavian Antitribu

The Fractured Ones
Seers
Bloody Prophets
Boogey Men

Malkavians of the Sabbat are madness unrestrained. Unlike their brethren in the Camarilla and Anarchs, these childer of Malkav are encouraged to express their beasts and follow their instincts—wherever they may lead.

Often bathing in blood and seeking out new visions, the Malkavians of the Sabbat are a primal force of foresight and madness. They are a breeding ground for change and chaos, pushing their packmates to think outside of their own preconceived notions and, sometimes, the bounds of sanity.

"It is sometimes an appropriate response to reality to go insane."
– Philip K. Dick, VALIS

Did you hear that?

By Gus Krause, Malkavian member of the Forward Dawn pack

Three. Is there really any more perfect number? Three is magical and things in threes go easier. The third death is the final one. I'm on two. Two is not a good number. It precedes three and is a bad omen. How much we remember while dead is what really colors our perceptions, though. I remember a lot. I remember what looked back at me. I remember the barbs of vitae.

It's all connected, really. All of us. Why do you think we get pulled to these places? Why does our blood burn, ripple, and peel away from us when we come so close to what made us? Because our blood is hungry.

I know what waits over that hill, brothers and sisters. I know that it sees each of us in turn.

We were meant to be here and many of us were meant to die here.

Who are the Malkvanian Antitribu?

Seers and madmen. These are the stereotypes applied to Malkavians across sect lines. The clan has always held a reputation for foresight, observation, and sheer insanity. While many of the clan within the Anarchs and Camarilla try to contain their madness and sometimes police their own, the Malkavians of the Sabbat can revel in their enlightenment.

Without restraint, the Malkavian Antitribu find a more primal connection with the insight that runs in their blood, finding patterns in chaos and acting as eerie seers and bloody augurs for the Sword of Caine.
While they still embrace those with uncanny abilities of foresight and empathy, these skills are twisted into weapons of war for the Sword.

The Malkavian Antitribu in Cainite Society

By Wilson, Malkavian Priest of the Blunted Fangs pack

It is nice to have someone to talk to in these nights that has a genuine curiosity in their heart. So often people ask about our clan and end up not truly listening. Usually, you have to hurt them to gain their attention. I think it's an issue with the times, really. Too much distraction. It's far too permitted to "listen" to someone while focusing on something else.

I blame cellphones.

But, since you're here, we can talk without interruption. My family is a series of gifted individuals that have seen things you cannot possibly comprehend. We see the cracks in the mirror. We see the way that sanity covers reality—and we reject it. We see the truth.

It can often make others uncomfortable around us. Personally, I'm fine with that. Still, when the Sabbat needs to terrorize a militia cell or demoralize a Camarilla outpost, we are called in. Boogeymen, some have called us. "Let the crazies loose and allow them to wreak havoc," oh how often I've heard that one.

Don't… don't touch that display, please. That face belonged to an Ashirra and I rather like it.

Now, then… some of us see the strands of possibility that tie one place to another. One event to another. If you pluck one, at just the right time, you can make things happen. This means we have added value to the sect.

Sometimes, focusing on what the Sword needs can stop the call in the back of our minds. That low-level noise that just drones on and on and on and on and on and…

Oh, leaving already? Very well. There is the matter of payment for my time. You don't wear much makeup, do you? It smears sometimes when you drill the skin to the placard.

The Malkavian Antitribu in Mortal Society

By Betty Grulier, Malkavian Bishop of Shiraz

We don't all bathe in blood and cast divinations with intestines… or bones… or whatever else is used. That's a painful stereotype and I'd appreciate you not bringing it up again.

What we do all see, though, is the potential in humanity to deliver us… well, whatever we need. Humans can be a resource to be cultivated. And while we don't generally all view humans as merely food, we don't consider them equals. Let's be honest about that.

So, we tend to manage our little corners of the War, cultivating herds and cults—whatever we need to deliver the goods to the rest of the Sword. After all, one militia unknowingly working for the cause is one more weapon to have at our disposal, yeah?

We're not all good with humans, though. Some of our more… distant or disturbed members have issues keeping things going in casual conversation.

You've met Wilson, yeah? Right. Now imagine that guy taking some human's face after a chat about a good place to get an expresso in Prague.

Exactly.

There can be difficulties.

Sins of the Malkavian Antitribu

"Crazy people are considered mad by the rest of the society only because their intelligence isn't understood."
— Wei Hui

Madness is not addictive, per se. However, the Malkavians of the Sabbat delve into their own neuroses so powerfully that it can be to the exclusion of all else. The newly embraced see a fractured world fully revealed to them… the experience is so potent that their mind begins to cave under the stresses that an enhanced understanding of the world places them under.

As a result, some Malkavians have a habit of remaining silent for extended periods of time, as if examining their own consciousnesses or communing internally with some hidden voice… and it utterly unnerves Sabbat that are inexperienced in their ways.

The Malkavian Antitribu embrace this unnerving aura. They sometimes feed into it. Some Malkavians act more unhinged than they truly are to cultivate a feeling of unease in their presence. Keeping even undead monsters on their toes is something that amuses them.

Nosferatu Antitribu

The Hidden
Shadow Lurkers
The Rotted
Sewer Rats

The Nosferatu are a clan seeking to fill a void within themselves. For centuries, the sewer rats worked together—across sect lines, for the overall good of the clan. However, with the start of the Gehenna War, everything changed. No longer do they talk through back-end channels. They have ceased communication with their compatriots in the Camarilla and Anarchs. While there are many theories as to why the truth is that it does not matter. The clan will never be united as it once was in the past.

In modern nights, the Nosferatu excel at gathering information. They do not follow the Camarilla rules against electronic communications or data storing. While dangerous, the Nosferatu of the Sabbat maintain a network of their own, buried deep within the dark web. To the Sabbat, the clan has never been more valuable.

"I hate mankind, for I think myself one of the best of them, and I know how bad I am."
— Samuel Johnson

The more things change...
By Red Phineas, Nosferatu member of the Howling Wind pack

The Sword of Caine wouldn't be shit without us and they know it. We've always been the spymasters and intelligence officers of the Sabbat. Let the Assamites and the Gangrel talk about infiltration and animal spies all they want. We really embody all the best aspects of getting intel.

We handle animals better than Gangrel.

We are stealthier than the Assamites.

We are stronger, physically, than both.

We. Get. Shit. Done.

Despite our recent drawbacks in intel gathering (really, we shouldn't have relied on non-Sabbat Nos in the past), we still excel in the art of information gathering. And if push comes to shove, we can beat ass with the best of them.

So maybe we got a bit more ruthless. Who cares? Without us, the Sword would be lost.

Who are the Nosferatu Antitribu?
The stereotypical Nosferatu is a broker of information and secrets. Within the Sabbat, this is no different. While the clan in the Camarilla and Anarchs may charge exuberant fees, the Sabbat usually work for more tangible benefit—blood and equipment. Working in the harsh conditions of the Gehenna War tends to wear out gear fast. Electronics, weapons, surveillance equipment... all these things are of high value to Nosferatu.

As they ply their trade for the Sabbat as intelligence officers, the Nosferatu can be as varied as any other clan—some of the most potent assassins in the Sabbat are Nosferatu who focus on a more conflict-based skillset than stealth and intelligence gathering.

The Nosferatu Antitribu in Cainite Society

By Mittens, Nosferatu Templar of the Bitten Tongue pack

Why do I wear these gloves? The bottoms of my fingers don't have skin. I wear them for traction so I can pick shit up. Next dumb question? What? Okay, that qualifies as a dumb question, but I'll tell you about the Nos and the Sabbat.

I'm what you call a field asset for the clan. Others find targets and I take a group in, unseen, and take the targets out. We work in tandem. The brains in the clan peel back layer after layer of elder bullshit—shell companies, cover families, all the shit the Ashirra and Cam do to cover their tracks, and I go in and ruin their nights.

You see, most of the operations that the Sabbat runs? They work off Nosferatu intel. We confirm or verify what others bring to the table or end up as sole providers. We then make sure that shit gets done. We don't have the flashiest of jobs, usually, but we are known as reliable.

The time is coming, though. The Nosferatu will be more prominent than ever. We know the secret paths and are experts at finding the hidden. We're so used to hiding ourselves that discovering other hiding places is only natural to us.

The Nosferatu Antitribu in Mortal Society

By Felicia Scarapelli, Nosferatu of the Obsidian Spear pack

Yeah, no. I don't deal with mortals.

A lot of my brothers and sisters feel the same if I'm to be so bold as to speak for them. There's a lot behind that. Some think it's about being face to face with everything we've lost. I think that's kind of on the nose, but that's just me. We're embraced for all kinds of reasons. And, if you've met a handful of us, you might pick up that we can get rightfully fucking petty about tearing pretty things down.

Now think of being something pretty… and twisted into, well, something like me. It makes you bitter.

Some get better. Some fall into depression. Some lash out.

The easiest targets are mortals. Still, you get the occasional Nos who gets a bit stalkerish. Watching humans from afar. Just to watch them. It's fucking depressing.

So, no thanks on the mortals. Rather have someone else deal with them.

Sins of the Nosferatu Antitribu

"Beauty is me, ugliness is me. It is all matter of time."
— Akshmala Sharma

Some Nosferatu grow into bitter, envious creatures. Given the nature of the clan's embraces and how their bodies twist and warp after the blood of their sires brings them into undeath, it is not hard to see why. This can make them incredibly petty, or even vindictive against those who flaunt their looks or take pride in their appearances.

This is not universal, however. Some well-adjusted Nosferatu take their hideous appearances as a blessing, something to free them from the bondage of vanity.

Overall, the clan suffers from those who strike out against the beautiful and well-maintained, wallowing in their own appearance and new status.

Panders

Mongrels
The Lost and Forgotten
Collection of Misfits

While the Camarilla shuns and exiles Caitiff, the Sabbat have recognized orphans of the blood as their own clan. Under the banner of Joseph Pander, the Caitiff have found family and acceptance. While some "real clans" may scoff at the mongrels and their claims to equality, the dedication of Panders to the Sword's goals have never been in question.

"An orphan is not weak because reality makes them stronger than a beast"
– Remon Rakibul

Every dog has its day.

By Jimmy Upton, Pander Ductus of the Spears of Ahriman pack

I want to start off by saying that just because the Sabbat says we're a "clan" doesn't mean we get respected as one. That's some shit that needs to be acknowledged right fucking quick. We fought our asses off in the time before the War to get recognized… and all it did was just give the powers that be a new category to lump us in as.

Sure, we get more respect than the Camarilla gives their "Caitiff." And the Anarchs don't give a shit about clans at all from what I hear, so our kind are cool there. But it's still not love and roses in the Sabbat if you get my drift.

We still have to fight to get shit done. But we also get the satisfaction of some of the big dogs getting their comeuppance. Lasombra, anyone? That shit was hilarious to watch. They almost fell to our level and it just pisses them off right proper.

Who are Panders?

Caitiff were recognized as their own clan within the Sabbat due to the efforts of Joseph Pander and the results of the Third Sabbat Civil War. Since then, they have been united as a single clan within the Sword of Caine and offered more autonomy and respect when compared to their non-Sabbat brothers and sisters within the Camarilla.

This doesn't mean, however, that the Panders are given the same amount of respect as other "real clans." They are still viewed as mutts and mongrels, the result of lazy sires or thin blood. The true difference is that they have a united front against the prejudices of other clans. It is even possible for Panders to achieve titles of prestige and respect within the Sabbat (though rare).

Panders in Cainite Society

By Joey Dives, Pander Ductus of the Flayed Skull pack

You need to listen the fuck up and listen good. This War? It's the perfect opportunity for the "higher clans" to throw us to the wolves as meat shields. We need to stick together. We need to stand up for our right to have every opportunity that the others have within the Sabbat. Who gives a shit about clan when we're all fighting the ancients?

The truth is that we have the most versatile blood in the world. Panders can adapt. We can equally learn every gift of Caine. Don't let the other clans in the Sabbat see you as anything other than what you are: a badass. Remind them that we're every bit as Sabbat as they are.

Panders in Mortal Society

By X, Pander member of the Rotting Darkness pack,

We come from all over the place. Seriously. You'd be kinda hard-pressed to set up a "standard" view of humanity for all panders. The Lasombra pull strings, the Toreador play with emotions, the Ventrue order people around and break minds. Us? Depends on the individual Pander, if we're being honest.

Personally, I think mortals are great. I go to parties to feed; I toss some cash to locals to keep an eye out for weird shit… they're useful. My buddy Zed? Hates them. Like… I mean HATES them.

Just goes to show—ain't no "standard" Pander.

Sins of the Panders

Despite their inclusion as a clan of the Sabbat, the Panders still suffer under an inferiority complex. They know they will never be truly respected as much as the other clans. Even as the Gehenna War rages, there are those within the Sabbat who value bloodline and lineage more than loyal membership in the Sword of Caine.

As a result, many Panders suffer under the impression that they must constantly prove themselves—and while doing so, drag others down so that the Panders can rise above them.

Salubri Antitribu

Furies
Zealots
Diablerists
Holy Warriors

Decades ago, an elder Salubri by the name of Adonai approached the Sabbat with a proposition: ally with the Salubri and they will aid in the destruction of the Camarilla and their elders. Adonai made good on his side of the bargain. The Salubri Antitribu assisted in the murder of several Camarilla members and their elders while the Sabbat sheltered and helped the fractured bloodline grow in numbers.

The Salubri brought with them a mysterious new discipline that they called Valeren. This discipline was known by some of the Sabbat's eldest members and was recognized as the legacy of Saulot's fallen childer. While the Salubri who joined the Sabbat and were embraced within its ranks may not have known the details of their clan's fall from grace, not many seemed to care. The clan understood they had reason to be angry but had little explanation as to why.

"Bitterness is like cancer. It eats upon the host. But anger is like fire. It burns it all clean."
— Maya Angelou

Fury of the Righteous

By Miguel Salvatore, Pack Priest of the Wayward Blades.

You can feel it, can't you? Something in the blood. Something that calls to you, that demands your attention and stirs your rage. I feel it. We all do. Let the Brujah daydream that they know what anger truly is. They have a temper. We have a rage. A righteous rage.

There is a difference.

You have been brought into undeath… into a clan that holds within their veins the burning blood of the fallen. Our kind were once hunted to near extinction by the Camarilla and their lackeys. They called us diablerists, infernalists, and thralls to our beasts. We were run out into the sun and burned out of our homes. Our peaceful brethren were killed in their temples and murdered while seeing to the hurts of the injured and the needy.

Our people were hounded to the brink of destruction—and were it not for Adonai, our fallen savior, we would have faded into history. Adonai taught us to take our rage to the Camarilla; showed us how to turn the powers of our blood against the enemies that had long persecuted us simply for being different.

Now, you have it within you—the power of fallen gods and the anger of slaughtered innocents. Feel that rage. Let it surge within you… and I will teach you how to turn it against those that would hunt your brothers and sisters like animals.

I couldn't bring into words the level of comradery I witnessed at tonight's esbat. A meeting of my blood, the Salubri, after the holy ritae showed me a level of togetherness that I had never dreamed existed outside of my own pack. We were all preparing for the next evening's assault on the haven of a Ventrue elder, but in those moments, we were also a family working together to strike back at those that had wronged us.

It was the most amazing feeling. We had come from all walks of life, but we all held within us the righteous fury of a lineage that had been wronged for millennia… and we were agonizingly close to striking at one of those who had turned on us.

We spoke praises for warriors lost and recounted their deeds. We gave thanks to Adonai and Caine for giving us purpose. And in the end, there was a solemn moment for the Founder who was… Saulot. I had never heard the name before, but I will never forget the reverence with which it was spoken. Betrayed by his fellows, the vile Antediluvians, and his childer hunted by the Camarilla. We were to be righteous agents of vengeance… just as we were meant to be…

Who are the Salubri Antitribu?

When they joined the Sabbat, the Salubri Antitribu embraced the lost and disenchanted, granting the anger and frustration of these new childer legitimacy and stoking the fires that burned within them. In time, Adonai had an army of vampires burning with righteous anger… and those flames were constantly fed through conflict and war with the Camarilla.

Over time, the anger of the Furies would have likely engulfed them, ending the line in a blaze of righteous glory. However, Adonai had the foresight to elevate those among the clan who survived and distinguished themselves, granting

them some sense of knowledge as to the true fate of their former numbers and fall from grace.

As time hardened the Salubri and tempered their rage, their members ascended into various positions of power and authority within the Sabbat.

Where are they now?
Since the beginning of the Gehenna War, the Salubri Antitribu have followed their Sect into battle. Driving into the front lines of conflict, many of the clan fell in the opening exchanges, but the Salubri Antitribu have been a determined, if not adaptive foe on the field of battle. Learning quickly from the first theatres of the war, the clan has become a force to be reckoned with in the field.

What has surprised many within the Sabbat is that those of the clan in nomadic packs across the world, who were of sufficient generation, have been pulled toward the region. The beckoning having an impact on the clan was something that caused a bit of surprise... and to this night, none know what it means for them.

Since the fall of Adonai in the War, some of the clan's more studious members posit that their long-dead founder, Saulot, calls them to battle, fostering odd theories and birthing beliefs in the clan that perhaps their founder has somehow returned—or that there are still elders potent enough to stir the blood that remains.

Now, the clan fights as much to gain knowledge as they do to destroy the Antediluvians.

The Salubri Antitribu in Cainite Society

By Edith Hall, Independent Salubri Scholar

The state of my brothers and sisters who call themselves "Antitribu" and revel in the mindless violence of the Sabbat could take many nights to discuss. They belong to the sect almost entirely. In twenty years, I have met perhaps one or two "independent" Antitribu that have broken away from their packs or Sect as a whole. Yes, it seems strange, but given the actions of the Lasombra seeking refuge in other organizations... who can be surprised?

Those that journey outside of the Sabbat have a difficult unlife. Their feeding habits seem to go hand and hand with the war that the Sabbat throw themselves into on a nightly basis. Those that do escape often hide in Anarch gangs.

Within the Sabbat, the Salubri are a clan of dedicated and passionately furious warriors—and used to great effect. Now, Salubri Antitribu carve a bloody legacy for themselves in the Gehenna War.

Those independent Salubri that remain, such as me, tend to avoid them. Misery and rage follow in their wake. Should you meet one, I advise you to walk the other way.

The Salubri Antitribu in Mortal Society

By Uri, Salubri Antitribu Abbot

How do we deal with mortals? That's a damn good question. I once heard rumors that we used to support and help juicebags on the regular. Fuck that. We do what we need to do and take what we need from the humans. Yeah, we have to watch out for the Second Inquisition—but who doesn't? Still, packs need people who can facilitate havens, transportation, and food. Sometimes that means that we must deal with the "kine." When cases like that arise, I find it easier to work with ex-military, police officers, or even just angry activists.

We understand anger. We can speak to that. No worrying about small talk or getting to know each other's family... just get in, do what needs to be done, and get out. In those cases, I find flashing a lot of money works best.

Now, you might run into some of us that work a bit more closely... but really, we tend not to get too involved with our food, like most Sabbat. We don't have the time or inclination to get buddy-buddy with our takeout.

Sins of the Salubri Antitribu

"Nothing can last forever. There isn't any memory, no matter how intense, that doesn't fade out at last."
– Juan Rulfo

As angry as the Salubri Antitribu are about the wrongs committed against them in their past... many would be hard-pressed to tell you exactly what sins were visited upon them. The anger that stirs the Salubri and infuses their speech is often misplaced. They know they were betrayed. They know they were hunted. They don't know the perpetrators or the reasons... because neither truly matters to most of the Antitribu. Theirs is an anger and fury that was inherited, not earned.

Those few that know some semblance of the truth still only speak of watered down, distilled rumors and opinions. Very few still live that recall the truth of the Salubri or what they once stood for. When words or writings appear that call their current behavior into question or suggest that their ancestors would condemn their rage and violent ways... it often provokes disbelief or anger.

Salubri Archetypes

Righteous Crusader
The cult-like air of the clan has long encouraged religious and spiritual warriors to emerge from its ranks, espousing loyalty to Caine and the Sword while wading through the ashes of their enemies. Indeed, the Salubri Antitribu earned the monikers of zealot and fury several times over by the actions of their more martial members. Some warriors truly believe in the religious teachings of their brethren, while some are merely searching for purpose while embracing the stereotype of their blood.

Scholar of the Mysteries
After the discovery of the beckoning's impact on the clan, many questions were raised. This has prompted some of the Salubri Antitribu to search for answers. In the crypts that they raze and the ancients they assail, they look for clues and truth as to what is happening to their line. While most of these individuals brave the horrors of duty to the Gehenna War, others scour the corners of the world for answers to the questions that plague them.

Warrior Priest
Within the Sword of Caine, the position of Priest is one that has called to a great deal of Salubri Antitribu. Taking responsibility for the spiritual wellbeing and development of their packs, these vampires soothe the weariness of their brethren while simultaneously stoking the righteous fire that burns within them, preparing them for coming battle and struggles. Those Salubri Antitribu that take up this path unknowingly carry on a great tradition of their blood stretching back through the ages. In this duty, many take up the less martial powers of their blood... coming closer to what some of their clan once were, yet blissfully unaware of what it may come to mean as the war continues.

Stoic Sentry
Salubri Antitribu are often valued for their alertness and ability on the battlefield. Those that choose a more tempered path often find themselves stationed as guardians of Sabbat Clergy or Hierarchy.

Disciplines

Auspex: Adonai taught his followers that awareness of one's surroundings and the emotions of others lends an advantage upon the battlefield. Were it not for Auspex's security applications, some of the Salubri Antitribu may have eschewed its powers long ago. Now, Auspex allows the furies to be highly valuable sentries and hunters of prey.

Fortitude: Furies often find themselves in the heat of battle. Despite the devastation of their long-standing enemies, the Tremere, they still find cause in the Gehenna War to make use of their clan's resilience and ability to withstand damage.

Valeren: The Salubri Antitribu have practiced a diluted version of their bloodline's old prowess for decades. Ever since Adonai brought his brood to the Sabbat, this version of Valeren has prevailed within the clan. While some have fallen back on old teachings, the new "warriors" of the clan have embraced the watered-down versions of Adonai's teachings. A discipline that grants the furies knowledge of their targets and preternatural abilities to deal and withstand damage, Valeren has helped the antitribu carve a destiny for themselves among the Sabbat.

Bane

Having been reborn into the savagery of the Sabbat, the predilections of the Salubri Antitribu have embraced the animalistic nature of their compatriots. As a result, the furies are unable to accept blood not taken in the heat of passion or combat. There is something of the choleric nature of blood taken forcibly that invigorates the Salubri Antitribu.

If a Salubri Antitribu wishes to gain nourishment from blood not taken by force or in passion, they must spend a number of Willpower points equal to their Bane Severity, otherwise, any blood consumed will fail to slake any hunger.

Clan Compulsion

Salubri Antitribu: Righteous Fury

The Salubri Antitrubi are a clan reborn in the fury of vengeance. As a result, their clan compulsion riles their anger and fury in response to insult or injury done to them.

For the scene, the vampire must seek vengeance or apology for any perceived misdeeds or insult directed toward them. This redress of grievances can be social or physical, wherein the target is made to suffer for the wrongs delivered upon the vampire. This compulsion is so powerful that if the Salubri Antitribu fails to address the insult or misdeeds they are at a -2 dice penalty to all social and mental actions for each level of their Bane Severity until the compulsion is satisfied or the scene ends.

New Powers

Valeren

I swear, it was like something out of a nightmare. I saw the bastard get mowed down by shotguns, but when the smoke all cleared, he stood up, this blaring red-eye in the middle of his forehead fucking GLOWING! I've never seen anything like it. If I were still alive, I would have pissed myself right there. The damn guy just walked toward us like nothing had happened. Danica moved fast as I have ever seen her, using her Celerity to try to escape, but the damned bastard just cut her down. I've never seen anything like it—it was like he couldn't miss.

I emptied my clip and fucking ran. This thing was unstoppable, and it went for the weakest of us as if it knew who was most wounded. You want to fight the damn Salubri? Good fucking luck. Just tell me where you want us to spread your ashes.

Nicknames: Warrior Path, The Gifts of Saulot, the Paths of Healer and Warrior, Path of Vengeance.

A nigh forgotten discipline, Valeren has been practiced in one form or another by the Salubri clan since the days Saulot returned from the East. Its practitioners develop preternatural senses of the energies of life and death around other beings and can use their awareness to either heal or harm their targets. Once viewed as a great gift of enlightenment, the discipline, and the disfigurement it forces upon its practitioners in the form of a third eye is now viewed as a sign of infernal practices or rampant diablerie.

While the abilities of Valeren to heal are rarely used in modern nights, its martial practices see great use in the Gehenna War.

Characteristics
Most powers of Valeren are used upon human or undead targets, but that does not mean they cannot be turned upon ghouls or other living (or unliving things). The knowledge imparted by the discipline allows the user to sense the life and death energies surrounding all animate beings.

Upon learning a power from the third level of Valeren, the user develops a third eye in the middle of their forehead.

When closed, the eye appears as a faint scar or deep wrinkle on the user's forehead.

Type: Mental
Masquerade Threat: Low to high. The first two levels of Valeren generally do not force the third eye to open or emit light. However, at the third level and above, the eye opens in the middle of the user's forehead and emits a soft glow.
Blood Resonance: Phlegmatic

Level 1

Sense Life/Death
The vampire opens themselves up to the flow of life and death around a specific individual, allowing them to sense the general physical status of the person they are examining. This comes to the Salubri in a plethora of ways—some have spoken of "smelling" death around an individual while others discuss sensing the degradation of auras and life energies.

Cost: Free
Dice Pools: Wits + Awareness.

System: The user focuses on an individual for a moment, studying their mannerisms and appearance while opening themselves up to the flow of life and death. The character then rolls their Wits + Awareness. One success allows the character to sense how many health levels a target current has remaining. Two successes give the user his target's current health levels and the target's current level of hunger (if a vampire) as well as any illnesses or current diseases they currently possess. Three successes allow the user to sense the target's blood potency if they are a vampire.

Duration: N/A

Sense Resolve
Vampires that utilize this ability can determine the level of mental fortitude and internal strength of their

targets. By opening their awareness to the mental energies of their target, the Salubri can assess their target's mental state.

Cost: Free
Dice Pools: Wits + Awareness.

System: After concentrating on their target for a moment, the user rolls their Wits + Awareness. With one success, the user learns the current Willpower level of their target. If the user rolls two successes, they learn approximately when their target last took Willpower damage. With three successes, the user learns the attribute rating of their target's Resolve as well as any mental derangements, delusions, or compulsions their target is currently suffering under.

Duration: N/A

Level 2

Anesthetic Touch

By merely touching a willing target, the user can eliminate all sensation of pain and suffering. This touch takes a mere moment of concentration and a rousing of the blood to activate. A cool sensation of calm and ease spreads from the user's touch, sliding over the target's body and forcing all pain and discomfort to fade away for the duration.

Cost: 1 Rouse Check.
Dice Pool: Wits + Medicine.

System: After successfully touching a willing target, the character rolls their Wits + Medicine. For each success that the user achieves they eliminate one dice penalty from their target's impairment due to damage suffered or pain.

Duration: 1 turn in combat per success achieved by the user; this increases to 10 minutes per success if outside of combat situations.

Morphean Blow

By focusing their will, the Salubri can place a target in a forced slumber, knocking them unconscious with a single blow. A result of the Salubri's innate knowledge of the flow of life and death energies, the user of this power can disrupt both flows, causing their target to fall into catatonic slumber.

Cost: 1 Rouse Check.
Dice Pool: Wits + Resolve vs Stamina + Resolve.

System: After successfully touching a target (which may require a Dexterity + Brawl attack), the character makes a Rouse check. Once the target has been touched, the character then rolls their Wits + Resolve versus the target's Stamina + Resolve. As long as the user achieves one success more than their target, the target falls unconscious until they are roused physically, or the scene ends—additional attacks upon the target will wake them.

This power has no effect on Kindred targets.

Duration: 1 scene or until awoken.

Level 3

Copore Sano

Utilizing their knowledge of life and death, the user can revitalize a target's life energies, forcing the healing process within their target to kick start with the user's aid. Much like Anesthetic Touch, this power often manifests as a cool sensation washing over the target's body while healing energies take effect.

Cost: 1 Rouse check.
Dice Pool: Wits + Medicine.

System: After touching their target, the user of this power rolls their Wits + Medicine. For each success that the user rolls, the target heals 1 Superficial Damage. For every two successes that the user rolls, the target heals 1 aggravated damage. This power can only be used to heal physical injury; it cannot be used to heal Willpower damage.

This power cannot be used on the vampire utilizing it; it may only be used to heal others.

Duration: N/A

Burning Touch

Instead of healing with a simple touch, the user of this power can inflict incredible pain upon their target. With a mere touch (or more often a strike), the user wracks their target's body with pain. When activating this ability, the user's third eye opens and glows a baleful red.

Cost: 1 Rouse Check.
Dice Pool: Wits + Resolve vs Stamina + Resolve.

System: After successfully touching or striking an opponent, the user rolls their Wits + Resolve versus their target's Stamina + Resolve. If the user is successful, any current impairment penalties the target is suffering from are doubled for their next action. If the target is not currently suffering from impairment penalties, they now suffer from a -2 dice impairment penalty for their next action.

Duration: 1 action.

Level 4

Shepherd's Watch

By focusing their will into a shield against harm, the user causes their third eye to open an emit a golden light. Those in their immediate area are unable to initiate any cause of direct action that will lead to the harm of those within the area without overcoming the will of the user.

Cost: 1 Rouse Check.
Dice Pool: Willpower vs Willpower.

System: With a full turn's concentration, the user opens their third eye and bathes a 30 x 30-foot area in golden light. Those within the area of effect are unable to initiate physical or social combat for the duration of this power unless they spend a point of Willpower and defeat the user in a Willpower versus Willpower roll.

No roll is needed once this power is activated until someone attempts to initiate a hostile action. At that point, the rolls will be made. If the user of this power initiates a hostile action, their use of the Shepherd's Watch automatically deactivates for everyone else present in the scene.

Duration: 1 scene or until broken.

Armor of Fury

By focusing their rage and anger through their blood, the user of this power surrounds themselves with a glowing aura of power. Their third eye open and glowing crimson, the user becomes a sight out of nightmares. This power, while dramatic in appearance, subtly deflects and assists the user in avoiding the blows of their opponents.

Cost: 1 Rouse Check.
Dice Pool: N/A

System: Once activated, this power allows the user to roll 2 additional dice in defense against both ranged and melee physical attacks against them. This grants no additional dice on any offensive actions, merely defensive.

Duration: 1 scene.

Level 5

Redressing the Sin

The Salubri were once fabled as healers and scholars. While they may have fallen from grace, this power allows a brief glimpse into their once-noble heritage. By spending a scene in conversation and contemplation with their target, the user of this power can ease their target's soul, allowing them to come to a new understanding of their state and the consequences of sin.

Cost: 1 Willpower.
Dice Pool: Resolve + Insight.

System: The user of this power must spend at least 1 full scene in conversation with their target regarding the state of their soul and humanity. As the scene ends, the user then rolls their Resolve + Insight with a difficulty equal to the number of Stains their target currently suffers from. If the character succeeds, all the

target's Stains are eliminated.

If the target of this ability currently has no Stains, the difficulty of this power becomes 4. If the user succeeds, they may restore 1 humanity to the target that has been lost within the last lunar cycle.

A target can only benefit from humanity restoration once per lunar cycle.

Duration: N/A

Vengeance of Samiel

By activating the totality of their skill and knowledge of life and death, the user of this power can unerringly strike an opponent, locking on to the very essence of their target's being and guiding the user's strike. Upon activation, the character's third eye opens, blazing with a malevolent, crimson light.

Cost: 2 Rouse Checks.
Dice Pool: N/A

System: Before making a melee or brawl attack, the character activates this power. Their opponent cannot make a roll to dodge or defend; make the attack at difficulty 1. Even if an opponent possesses Celerity 5, they cannot actively dodge this power. In addition, the character receives a +2 damage modifier for their attack and kindred targets cannot halve any superficial damage dealt by the attack.

Duration: A single attack.

Auspex 4

Mark of the Tracker

Amalgam: Valeren 2

With a mere drop of his target's blood, the user of this power can track a target over the course of a night without error. Manifesting as an innate sense of the general direction of the target and proximity (close or distant), this power allows the user to gain a bonus to all tracking rolls against a single individual.

Cost: Free.

Dice Pool: Wits + Survival.

System: After touching the blood of their target, the user concentrates for one full turn and activates this power. Upon a successful Wits + Survival roll with a Difficulty of 1, the character gains a +2 dice bonus to all tracking rolls against their quarry.

If the target is of the Tremere or Ba'ali clans, the Salubri gains an additional +2 dice bonus to all tracking rolls. Many users of this power suggest that following Tremere or Ba'ali with this ability leaves them trailing the scent of brimstone or sulphur.

Duration: 1 Night

Serpents of the Light

Snakes
Corruptors
Fixers
Children of a Dead God

The Serpents of the Light separated themselves from their parent clan nearly a century ago. Though there are questions as to their ultimate origins, whispers state that the Sabbat affiliated members originated with a group of Ministry cainites that found themselves abandoned in the West Indies. There, they adopted local culture and beliefs—and eventually found themselves very agreeable with the Sabbat's goals and ideology.

In short order, the newly christened Serpents of the Light were adopted into the Sabbat's myriad roster, lending their strength and skills to the aims of the Sword. The Serpents have proven themselves as valuable allies, but as the Church of Set and the Ministry have begun to apparently fracture, a question of the Serpents' ultimate loyalty has begun to gain traction. With the Ministry's complete defection to the Anarchs and the apparent rift between them and the Church of Set... is there a possibility that the two halves of the clan can be united?

"Power does not corrupt. Fear corrupts... perhaps the fear of a loss of power."
– John Steinbeck

Don't believe everything you hear...

By Jean Stahl, Serpent of the Light Priest of the Lost Eternity pack

I can't say I really believe too much in the current rumors that the Church of Set and the "Ministry" have a division. It's more than likely a charade to allow them to gain control of an entire sect for the benefit of their rotten god. Newsflash, Set is dead. He has been for a long time. Time to get over it and move on.

Really, though, the Setites changing their name to the "Ministry" is like a girl drastically cutting her hair after a bad break up. It's a pretense at control and a cry for attention. They're just as morally bankrupt as they always were, and they're just as enslaved to the idea of their Antediluvian being a god as ever.

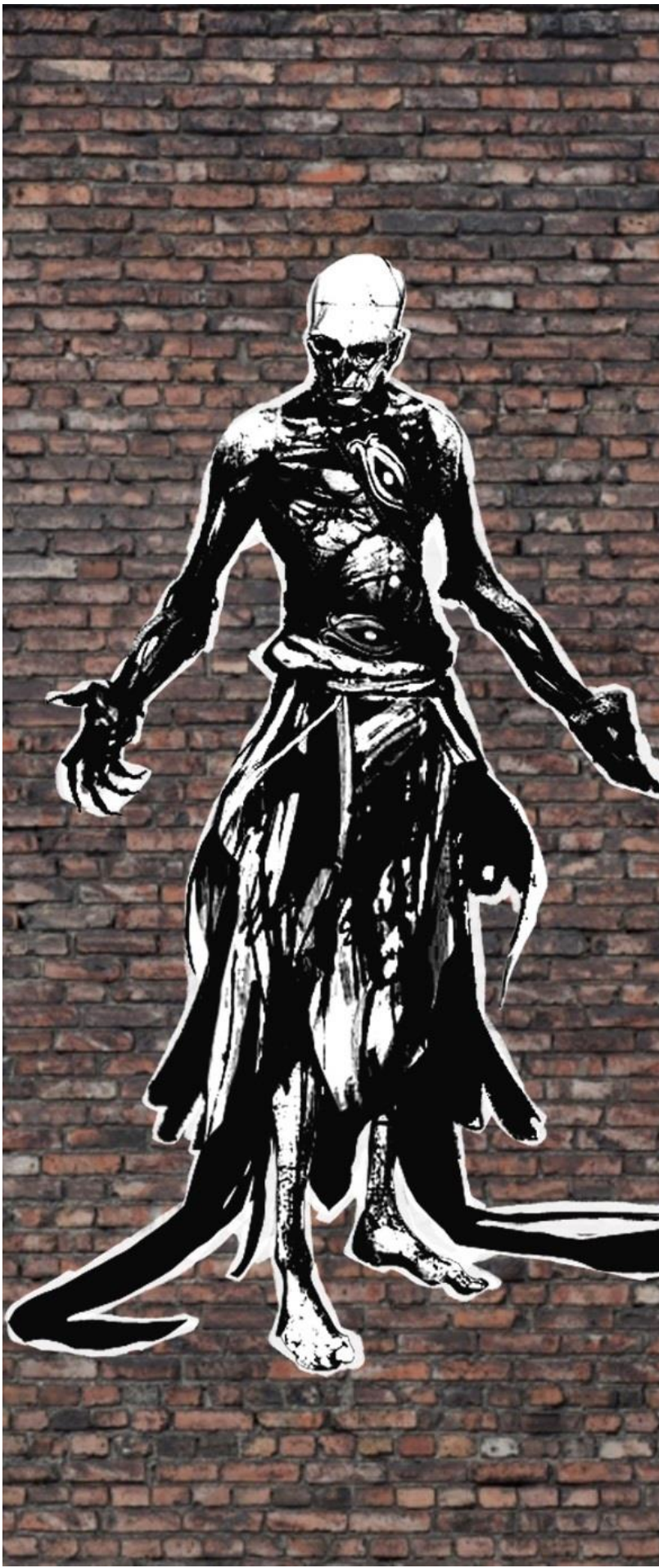
Don't believe it.

Hmm? Why should you trust me? Well, I mean... why wouldn't you?

Who are the Serpents of the Light?

The Serpents of the Light are more than just an offshoot of the Ministry. At least, to hear them tell of it. It is true that they and their parent clan have a burning hatred for one another that knows no bounds—the Ministry views the Serpents as heretics and traitors while the Serpents view the Ministry as hopelessly lost and utterly dangerous in their quest to revive their dead god.

The Serpents, to their credit, have always been faithful, if not manipulative members of the Sword of Caine. They have specialized in the corruption of officials and cainites, bending institutions and wills to the aims of the Sabbat. They recruit con men and charismatic individuals. Those with a more casual relationship with morality are preferred, as they are more easily brought into the fold.



The Serpents of the Light in Cainite Society

By Robert Erving, Serpent of the Light member of the Unfeeling Gods pack

If I had to be honest, and I mean only if I really had to be… I would say that our usual lot in the Sabbat relates to our incredible charisma and force of personality. We are often the ones with the connections needed to move goods or individuals across more sensitive territories. We are movers and shakers. Our clan is often responsible for manipulating mortal society in ways favorable to the Sword of Caine.

In the middle of the Gehenna War, this may seem, at first glance, a difficult place for us to exercise such skills, but in reality, it is the perfect place—and a very important one. We can retrieve information from locals, arrange for militias and other groups to look away as we move in on territory… we gain the trust of natives, ensure their loyalty, and allow the Sword to operate under the radar as we decimate our enemies.

Life is good.

The Serpents of the Light in Mortal Society

By Kalima, Serpent of the Light member of the Fading Light pack

You know, I actually like my job. I work pretty closely with mortals for the Sword. Well, most Sabbat wouldn't say "work with." They'd likely say, "manipulate to our purposes." Either way, it works for me. We tend to get in close with the local population wherever we are embedded with our packs.

It doesn't mean we end up besties or friend each other on social media. We still know they're just food… but they're just so much fun. We enjoy twisting the tools of the Camarilla against them. We enjoy it, even more, when we can get back at some Ministry fucks while we're at it. It's… almost like a game, really.

Sins of the Serpents of the Light

"Power-lust is a weed that grows only in the vacant lots of an abandoned mind."
— Ayn Rand, Atlas Shrugged

The Serpents of the Light play a dangerous game of one-upmanship with Ministry cainites when they appear. The sense of superiority they have over their parent clan and the rivalry that it has created within its members has had the potential of endangering the Sword of Caine's goals numerous times.

Still, it is almost an addiction to the Serpents… one they will continue to indulge in until it brings their own schemes crashing down around their ears.

Toreador Antitribu

The Bloody Rose
Hedonists
Prima donnas
Degenerates

The Toreador of the Camarilla are a degenerate lot of artists and has-beens that infect the very fabric of their sect. While they may have risen to prominence in recent years, their history is one of decadence and excess. The Toreador Antitribu... are not much different. The clan of the bloody rose is far more violent than their parent clan, and it shows.

These Toreador revel in causing pain and spreading discontentment with the status quo. They are seeking more "pure" forms of art, taking their works to the extreme and beyond. Masters of both social and artistic arenas, the Toreador Antitribu are not to be underestimated.

"Do not fall in love with people like me.

I will take you to museums, and parks, and monuments, and kiss you in every beautiful place, so that you can never go back to them without tasting me like blood in your mouth.

I will destroy you in the most beautiful way possible. And when I leave you will finally understand, why storms are named after people."
— Caitlyn Siehl, Literary Sexts: A Collection of Short & Sexy Love Poems

It's called art, darling...
By Horace, Toreador Priest of the Fading Light pack

There was a time, years ago, when the Toreador of the Sabbat were a more cultured sort. At least, that is what some of my more disenchanted brothers and sisters will tell you. We drew upon the dark passions inside of us to create truly magnificent works—and tore down those who had a lessor sense of artistic license.

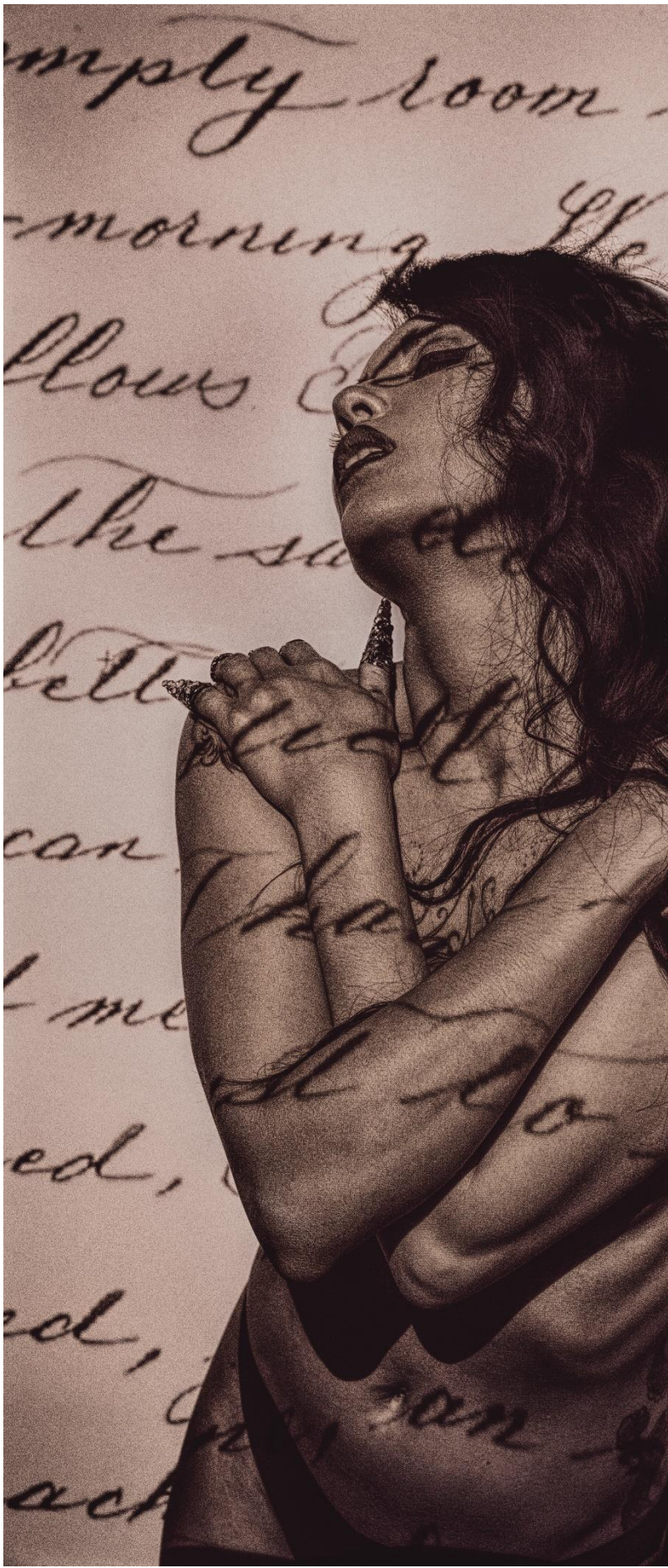
Performing flawless vivisection on stage is a far better display of skill than attending your local open mic night at the café--wouldn't you agree?

Now, with the desolation of warzones around us, what is a true artist to do? Make an art out of destruction.

Let the others in the Sabbat talk down to us. Let the mendicants grovel at the feet of the local Bishop or writhe in bliss at the fleeting praise of an Archbishop. They are below our concern. They will find our vengeance is slow-burning and eternal.

Who are the Toreador Antitribu?
The Toreador Antitribu fill many roles within the Sabbat. From supernatural speed, senses, and charisma, the Toreador draw upon a strong core of innate abilities. This allows them to act as field agents, spies, and fixers par excellence.

However, not all Toreador appreciate the



Gehenna War. Some were dragged away from their bloody studios and morbid art and brought to a desolate wasteland to fight alongside their brethren in the Sword of Caine.

Others, however, have found a great use for their skills in the war effort. They sway local mortals to hide the activities of the Sabbat, they arrange safe passage, and they can fund the Sword's activities through various illicit means.

On the other side, those artists that make the War their home tend to fully embrace the carnage and bloodshed, creating devastatingly beautiful works of art—from bloody display pieces and installations to twisted sculptures created from the bodies of their enemies.

The Toreador Antitribu in Cainite Society

By Vincent Stephens, Toreador Antitribu member of the Bitten Tongue pack

You have to love warzones. So much material to work with for creating art. The very act of destruction, itself, compels a necessary act of creation. So, if you really think about it, us destroying whatever we come across in this hell eventually prompts creations to arise. We're part of a cycle that I, frankly, consider divine.

The Gehenna War tore me out of my studio loft. Back in New York, I worked with blood and viscera. Painting lost souls in a canvas of flesh. Here? The possibilities are endless. There are those mortals who adore such artistic endeavors, just so we are on the same page. I love the twisted little bastards. They have good taste.

Outside of that, however, I get to work with a vast array of materials.

At the core of it, though, things can be difficult in the areas we end up working. Some of my brothers and sisters settle in with stationary packs—playing politics and plying their skills for Sabbat officials. They get comfortable. They stay out of the way of bullets.

But they're missing the point. Artists need to observe suffering so that we may best portray it in our works.

The Toreador Antitribu in Mortal Society

By Jessica Irene, Toreador Abbot of the Guided Blade pack

Mmm. Mortals… such a tasty word, isn't it? Rolls of the tongue. It holds a hint of finality as you pronounce it. Mortal. Such a beautiful representation of short, pained lives. In a way, I envy them. They get to experience us as the divine creatures of eternity that we are.

Our cousins in the Camarilla and the Anarchs are experts at manipulating mortals. It is only natural to say that we are as well.

We toy with emotions, build humans up, feed them sweet things, and then dash them to the flagstones to watch them break. There's something achingly beautiful in manipulating lovers into killing each other—especially when you brought them together in the first place.

Such a magnificent pastime, mortals.

Sins of the Toreador Antitribu

"I loved her, atom by atom, one burning cell at a time."
— Kami Garcia, Beautiful Darkness

The Toreador Antitribu can sometimes get too involved in their art or mortal society. The small pettiness, opportunities to inflict emotional or physical pain… these things draw the Toreador of the Sabbat like a moth to a flame.

The sadistic nature of the Toreador Antitribu has long been witnessed as a cruel streak that simply runs through their blood. In this, they sometimes have small games among one another about who can eviscerate targets socially to best effect.

Alternative Rules for Toreador Antitribu

Alternative Bane
If a player wishes and their storyteller approves, the Toreador Antitribu may exchange the standard Bane and Compulsion of their clan to the following:

Bane: Morbid Fascination with Pain
Unlike the core Bane of non-Sabbat Toreador, the habits and surroundings of the Toreador Antitribu have turned a need for beauty into a need to be surrounded in some capacity by misery. They feed off tortured souls and disquiet.

Whenever a Toreador Antitribu is in surroundings devoid of unease or some form of unhappiness, they are agitated. To their artistic minds, individuals who are not suffering are ignoring the realities of the world. They feel it is fake and insincere.

As a result, they lose the equivalent of their Bane Severity in dice from dice pools to use Disciplines while in such surroundings

Compulsion: Sadism
Homing in on opportunities to psychologically torment others is both a pastime and a partial obsession for the Toreador Antitribu.

When this compulsion is active, the Toreador must take every opportunity to point out the shortcomings or deliver scathing critique to potential victims in their vicinity. These observations and commentary can be about anything from hairstyle to fighting technique.

If spoken to, the Toreador is obsessed with pointing out the flaws in at least one target around them. In any other action, they are at a -2 dice penalty until the end of the scene or until the target of their ire leaves.

Tremere Antitribu

Devil Touched
The Returned
Usurpers
The Broken
House Céanna

Clan Tremere. One of the most despised and manipulative clans ever to grace the jyhad. Starting as a collection of mortal wizards desperately seeking eternal life, the Tremere chose vampirism in a final gambit for immortality. What resulted was a series of wars and skirmishes that left an Antediluvian devoured and a bloodline hunted nearly to extinction.

It was only natural that a clan so baptized in war would eventually find some of its members joining the Sabbat.

The Tremere of the Sabbat rebelled against the tyranny of the Council of Seven and chose the path of freedom within the sect... and were subsequently burned in the fires of their own hubris beneath Mexico City years ago. Now, they've returned... and brought with them a new House and a new agenda. The question is: can they be trusted?

"All gods who receive homage are cruel. All gods dispense suffering without reason. Otherwise, they would not be worshipped. Through indiscriminate suffering, men know fear and fear is the most divine emotion. It is the stones for altars and the beginning of wisdom. Half gods are worshipped in wine and flowers. Real gods require blood."
– Zora Neale Hurston, Their Eyes Were Watching God

The More things Change...

By Japeth St. Croix, Tremere Ductus of the Regal Death pack.

Some suggest that fate is circular—that what once was will be again. While I tend to disagree with such a silly notion of cyclic fate, I cannot deny that my blood and I have been here before. Let's be frank... the destruction of Vienna and the Council was a call to freedom. While other elders roamed about the land spreading crystal magic and feel-good vibes (yes, you, Carna), the rest of us were returning from the brink.

Imagine the return of House Goratrix and what it would bring...

Then imagine when it amounted to nothing.

Such a disappointment. Not all the change we have encountered has been bad, however. The breaking of our chains has freed us. New Houses of Tremere emerged from the ashes of the old. Carna's House... the Anarch House...and now, us.

It was no powerful ancient or former Pontifex that brought us back from the brink. No, they were childer who languished in servitude to the clan. United by a charismatic ancilla, House Céanna took root. Our founder sought out the Sabbat after the defection of the Gangrel and Brujah. He knew that our future would not lie with the stagnant blood of the Camarilla. And, he wagered, that given the changes sweeping through the world of cainites (such as the loss of the Koldun), the Sabbat would welcome blood magicians once more into the fold.

He was right.

Who are the Tremere Antitribu?

After the destruction of the Prime Chantry in Vienna by agents of the Second Inquisition, the Tremere were in disarray. Some would say karma had delivered a blow to the haughty warlocks, visiting upon them a similar fate that they created for an ancient bloodline. Their arrogance and presumptions of importance had made them few allies in their time as kindred... and when they were cast down en masse, their fate was one of obscurity.

Returning to peddling their craft for favors and boons, scraping their way back up from the bottom of Camarilla society was to be their price of continued existence. Some, however, felt that this was a ridiculous price to pay for unlife. When Goratrix returned, presumably from either torpor or exile, it was expected that he would return to the fold of the Sabbat and lead his House to prominence. When he did not, it left the few scattered survivors of the Sabbat Tremere bitter and enraged.

However, House Goratrix's return (as underwhelming as it was) prompted a group of ancilla led by Connor O'Shae to go fully rogue. Deciding to turn from the stifling Camarilla and what he viewed as the baby rebellion of the Anarchs, O'Shae led his charges directly to the Sabbat.

It is rumored that he met with Cardinal Vykos outside of Istanbul alongside Yasmin the Black, offering to bring himself and the coteries who followed him into the Gehenna War. Whether or not such a meeting ever occurred, or what terms might have been agreed to, the Tremere Antitribu of House Céanna have been steadily growing in power and affluence in the Sabbat since mid-2009.

Embracing those with a knack for the occult or keen powers of observation, the House has specialized in bringing young, enterprising occultists into the Sabbat. While some practices of the House skirt the edge of truly dark magics, their bloody rites have turned the tide in many battles in the Gehenna War, winning the respect of their fellows.

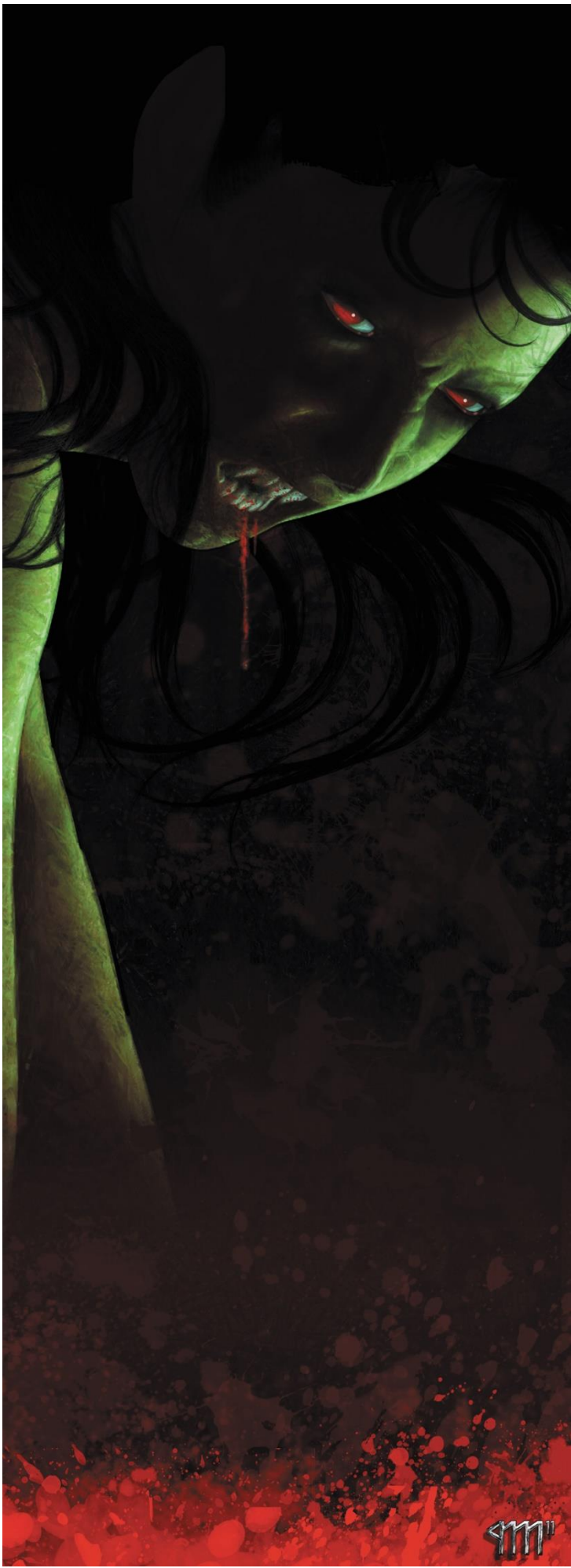
The Tremere Antitribu in Cainite Society
By Connor O'Shae, Tremere Ductus of the Crimson Spire pack.

When we came to the Sword there was serious discussion as to whether the Tzimisce would simply devour us or enslave us to secure new knowledge of blood sorcery. When a relationship starts on the brink of conflict, there is never really good common ground. Save one… the Tremere no longer have a founder. We were freed from the shackles of our ancient tyrant, and the one we devoured as well. On this, we and the Tzimisce share similar experiences. Clans freed of their Antediluvian.

We, the Tzimisce, and the Lasombra share a common strength—we are unchained from devouring beasts of myth. The Sabbat needed a morale boost. We gladly came along. Uniting clans that could show the greatness that could be accomplished when the ancients were killed, we, Tzimisce, and the Lasombra delivered a series of crushing defeats to the Camarilla across the Persian Gulf.

I will not deny that should we have failed, our gambit to join the Sabbat also would have failed… but combined with our skill in blood magic and our allies' own gifts, we were like angels of death moving across the fields of battle. With those skirmishes, we won our place at the table.

Of course, the Lasombra have fallen on hard times since. That is no longer our problem. We have our place; they can fight to regain theirs.



Now, we take up our duties as occult reinforcement and ritual enhancement for the Sword. Our battle magi fight alongside those other clans who would have once sought our very heartsblood. The Banu Haqim and Salubri Antitribu have been forced to put aside whatever imagined or real grievances they have with us and have become our brothers and sisters. The Tzimisce have accepted our presence (despite our well-documented history), and we are now here to place our own stamp on the Sabbat.

The only thing left for us is to ascend to prominence in station… but centuries of scheming in the Camarilla have left us well prepared for back-alley deals and negotiation. We will have power over our own fates, and damnation will be upon those who would deny us.

Tremere Antitribu in Mortal Society
By Trina Vryce, Tremere member of the Sanguine Nines pack.

Mortals are incredibly important to us. As blood magicians, they fuel not only our bodies but our powers. Without a proper supply of blood to flow into our experiments and rituals, we would be dead in the water. As a result, we tend to be more careful when we feed and lean toward sustainable herds.

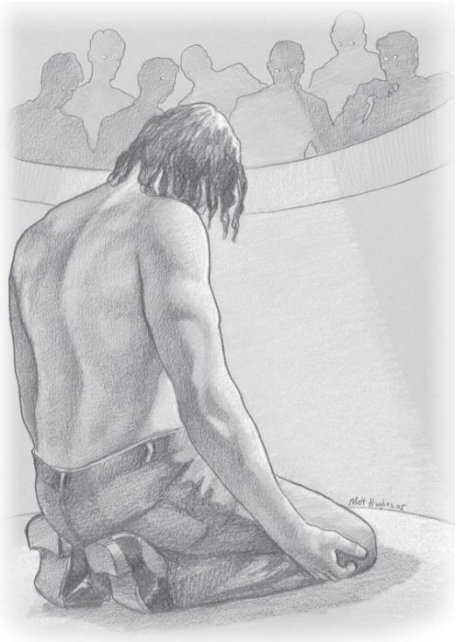
This isn't to say that we love the juicebags; we're just cognizant of their value. I don't mind gunning down a few Camarilla ghouls or mind-fucked lackeys, but I'm not going to go drain my herd dry to help a lick who just wants to top off, you know what I mean?

Aside from that, we try to keep abreast of new discoveries in various academic topics—both for our own work and the goals of the Sabbat. So, in a way, we have a "cozier" relationship with our food than most.

Sins of the Tremere
"Arrogance on the part of the meritorious is even more offensive to us than the arrogance of those without merit: for merit itself is offensive."
— Friedrich Nietzsche

The Tremere Antitribu suffer from the same arrogance that has damaged their parent clan. However, in the Sabbat, their arrogance is fueled by thinking that they know exactly how the end game will play out. Those who have joined the Sabbat are often aloof to their packmates, and even those who are not can seem to be silently judging those around them.

The power of the Tremere Antitribu blood magic has gained them potent allies, as well as potent enemies. Unfortunately, they view themselves as superior to any potential threat that could be arrayed against them.



Tremere Antitribu Archetypes

Battle Mage
The Gehenna War demands that all Sabbat have at least some comfortability with violence. The battle magi of the Tremere Antitribu feed off violence… literally. They burn through vitae almost as quickly as they consume it, stealing it from their adversaries and using their own essence to fuel spells and rituals against them. These cainites are often itching for their next battle, eager to devour their opponents on the field of battle or to boil them in their own blood. Battle magi tend to work with packs that specialize in close-quarters warfare so that they can best utilize their skills in vitae manipulation. For those that they fight alongside, these Tremere are viewed as equal parts valuable and dangerous.

Advisor
Specializing in information gathering and Auspex-based scouting, Advisors are often tacticians or consultants for their ducti. Advisors are commonly found in support roles during operations. While they may have martial skills, their specialty lies not in combat but in uncovering enemy fortifications, hidden assets, and weaknesses. These Tremere Antitribu are not likely to become ducti, preferring to spend their time investigating leads and following up on rumors to best serve the Sword.

Cainite Historian
The Gehenna War has proven to the Sabbat time and time again that knowledge of their enemies is vital to their success in the field. While knowledge of ancient history is not always useful in frontlines battle for mortals, for cainites knowing the age of a series of catacombs or how to decipher ancient script is sometimes a matter of life and death. For more series incursions against the ancients, knowledge of local history and cainite history is priceless. Tremere Antitribu who specialize in such matters often work alongside ducti or others to assist in strategy formulation and logistical support. When not in the field, they are often researching new areas of interest to keep their packs on the front line of intelligence.

Sanguine Warlock
While battle magi live for the heat of combat, sanguine warlocks are focused on ritual knowledge. These Tremere Antitribu apply their magics to ward havens, imbue weapons for their packmates, and otherwise enhance the efforts of their brothers and sisters. Their knowledge of arcane practices and defenses are often of great use when uncovering ancient tombs of sorcerers or defeating the protections of Camarilla assets in the field. As the Ashirra and Camarilla join forces with increasing frequency in the theatres of war, these Tremere are often in high demand.

Disciplines

Auspex: The Tremere Antitribu, like their Camarilla and Anarch counterparts, utilize Auspex to examine individuals and places, sense mystical energies, and gather intelligence on rivals. In the Gehenna War, the Tremere have utilized teams of Auspex-specialized clanmates to delve into secret vaults and read glimpses of the past from ancient artifacts.

Blood Sorcery: The ability to wield blood sorcery in a sect that had lost not one, but two sources of mystical prowess has given the Tremere Antitribu the ability to show their value repeatedly. Whether a sorcerer is skilled in rituals or combat applications of spells, Tremere skilled in Blood Sorcery rites that may evade the grasp of their Assamite sectmates have many opportunities for advancement within the Sabbat. Blood sorcery has, as in the past, fueled clan Tremere's rise to valued positions within their sect.

Dominate: Bending minds has long been a valued skill among the Tremere—of any sect. Warping memories, covering up messy operations, or even simply forcing compliance in a target has always been considered a potent weapon in the Tremere arsenal. Within the Sabbat, it is the same. Tremere Antitribu often learn at least the rudimentary powers of Dominate to assist with the gathering of lore, interrogation, or enforced subservience.

Bane

Like their Camarilla and Anarch counterparts, the Tremere Antitribu are not able to force blood bonds upon others and have difficulty bonding mortals and ghouls. However, a properly performed Vaulderie still forges Vinculum of proper strength, allowing the Tremere Antitribu to benefit from the ritus.

New Powers

Blood Sorcery

Level 4

Infirm Inert
The Tremere can strip a cainite of part of their immortality—rendering their supernatural ability to heal damage completely inert. By infecting the target cainite with a mere touch and whispered curse, the Tremere Antitribu causes the target's blood to resist the call to mend wounds or reknit flesh and bone.

Cost: 1 Rouse Check
Dice Pool: Wits + Blood Sorcery vs Resolve + Blood Potency

System: The user must first touch their target successfully. If the target is unwilling or actively attempting to avoid the touch, the blood sorcerer must make a brawl challenge to establish contact. Once the target has been successfully touched, the Tremere whispers a small curse and infects the target, prompting the opposed roll of Wits + Blood Sorcery vs the target's Resolve + Blood Potency.

If the blood sorcerer is successful, the next time their target attempts to Rouse the blood to heal, they cannot do so. The target still attempts to Rouse the blood, but no damage is healed. All successive attempts to heal are successful.

Duration: One scene for each margin of success.

Rituals

Level 1

Sense the Mystical
The Tremere Antitribu can enhance their abilities to detect mystical resonance and properties with their powers of Auspex. By opening themselves up to the power of their own blood, they heighten their proficiency in sensing magical energies in objects and people around them.

- **Ingredients:** An open flame and several drops of the caster's blood.
- **Process:** The caster lights a candle drips a few droplets of their own blood onto the flame. The black ash that forms out of the droplets is then spread across the eyelids of the blood magician while intoning a spell of clarity. The next time the caster utilizes Sense the Unseen, they gain the benefits of this ritual.
- **System:** Once the ash has been spread across their eyelids, the blood sorcerer makes a Ritual roll. If successful, the very next time they activate the Auspex power of Sense the Unseen, they gain a +1 dice bonus to their rolls to detect blood magic, rituals, or other mystical effects (at the Storyteller's discretion) for the rest of the scene. The effects of this ritual last for one night until used.

Level 3

Essence of Shadow
The blood magician enhances his own ability to move undetected as well as those of his choosing. This ritual makes it more difficult to detect the beneficiaries both audibly and visibly as shadows deepen where they walk and muffle the sounds of their footsteps.

- **Ingredients:** 1 Rouse check worth of blood for every 3 participants (minimum 1 rouse check)
- **Process:** The blood magician incants a brief spell calling upon entities of darkness and silence, beseeching their aid in keeping himself and compatriots of his choosing from prying eyes. Over the course of ten minutes, the blood sorcerer chants, speaking softly over himself

and those he wishes to include in the ritual, anointing them with his own blood.

- **System:** A successful Ritual roll allows the caster and those he wishes to include to gain a +2 dice bonus on all stealth rolls for the scene immediately following the completion of the ritual. Recipients of this bonus must be present at the casting of the ritual.

Level 4

Sanctity of the Haven

The blood sorcerer inscribes sigils of protection and warding at key locations in his pack's haven. Once performed successfully, the haven is more difficult for invaders to breach as subtle forces obstruct their efforts to gain entry.

- **Ingredients:** Blood of the caster (two Rouse checks worth)
- **Process:** The blood magician inscribes runes of protection and safety at points on the inside of the haven facing the cardinal directions. Once this is done, the caster meditates for an evening and imbues the runes with mystical energy, calling upon ancient forces to protect the sanctity of the haven.
- **System:** Once successfully performed, the caster's haven gains a bonus +2 in Security System for one lunar month. If acts of malicious violence occur within the haven during this time, the effects of this ritual are lost immediately.

Blood Allergy

The blood magician infects their target's body with a mystical disease. This disease causes a violent reaction the next time the target ingests blood. Once feeding is completed (no matter how much hunger is slaked), the target vomits up the blood they have ingested.

- **Ingredients:** Powdered nightshade and the caster's blood (1 Rouse check worth)
- **Process:** The caster grinds nightshade with a mortar and pestle. Once the plant is reduced to a powder, the caster then pours in their blood, making a paste. The magician coats their hands with the mixture while chanting a prayer to entities of disease and famine. To activate the mystical properties of the ritual, the caster invokes the power of the prayer after touching a target, transferring the spell physically.
- **System:** Once the mixture has been prepared, the caster makes a Ritual roll. If successful, the enchantment lasts for one night. Upon touching a target of their choosing, the magician invokes the power of the spell and infects their target with the ritual's effects. The next time the target feeds successfully, they spend three turns vomiting up all the blood they ingested in a bloody display. All successive attempts to feed are handled normally. This ritual's effects last for up to three nights once activated on a target.

What Happened to Goratrix?

By Connor O'Shae, Tremere Ductus of the Crimson Spire pack

No one really understands or knows what happened to Goratrix. What we do know is that sometime in the late 90s, all the Sabbat Tremere Antitribu were summoned to some sort of high ritual beneath Mexico City. Virtually all were killed. A few scattered members survived and escaped the purge. Stories conflict, but in the end, the result is that Goratrix was either killed, placed in torpor, or otherwise vanished.

Now, after the destruction of Vienna and the death of the Council of Seven along with most of the higher echelons of the Pyramid, Goratrix—or someone pretending to be him—returned to a more active role. Whatever the truth behind the return of House Goratrix, the remaining Clan welcomed the House back into the Camarilla.

We're not sure if it was Goratrix or just the weakening of the blood, but those of us that participate in the Vaulderie no longer manifest the brand of the betrayer on our foreheads. If it was Goratrix, perhaps it is a hint that he still has plans for us in the Sabbat (and if he does, he will find himself having to earn our cooperation—we bow to no one, now). Otherwise, we can assume that it is a side effect of our new mutation in the blood.

Whether or not it truly is Goratrix who brought his House back into the Camarilla and the Pyramid, we don't consider them brothers and sisters any more than we would any other Camarilla member.

Tzimisce

Flesh Crafters
Fiends
Vivodes
Dragons

A clan of elegant decadence and unrestrained violence, the Tzimisce of the Sabbat are powerful figures that hold within them a great capacity for both refined hospitality and revolting acts of torment. In nights passed, they would modify their bodies to be profoundly alien in beauty or strangeness, using their powers to twist flesh to intimidate their enemies and to evolve themselves into higher states.

Now, in the fires of conflict, the masquerade of the clan has come to an end. Forged in battle and awash in stolen vitae, the vampires of the Tzimisce once more rise to prominence and authority, commanding the Sabbat from the front lines of battle while the treacherous Lasombra parlays with the Camarilla.

"Extinction is the rule. Survival is the exception."
— Carl Sagan

Requiem for the Koldun

By Lakir, Ductus of the Twisted Mirror

Who among us truly weeps for the decline of the Koldun? For ages, our blood ruled from the peaks of mountains, worshipped as dark gods by peasants who flocked to our banners. We were barons and lords, men and beasts. We were dragons among men. And then we fell to the way of the Koldun. Sorcerers leeching power off the spirits of the land and milking secret words of fire and wind from the teet of the demon Kapula.

At least, that's what the stories say.

In truth, we were rulers that used terror and raw power to maintain control of our lands. At some point, an ancient demon or spirit (depending on who you ask) granted us a type of magic—magic we called Koldunism. For centuries, it flourished among the clan, then declined, and later saw a resurgence before the Gehenna War.

Our initial assaults relied heavily on the magical prowess of our brethren. We assailed tombs and catacombs, devastating sleeping elders and those who were shaking off the sleep of the ages. Our sorcerers took this as a sign that they were truly meant to rule the clan as Vivodes.

This did not go over well with the rest of the clan. However, the prowess of the sorcerers could not be denied. At least, until IT woke up again.

The beast Kapula finally paid attention once more to our Koldun… and when it turned its gaze to those of us who practiced the arts taught through bargain and whispered pact, nothing was ever the same.

You may hear some of us talk about attacks upon the beast's home, or terms of our deal not being honored by one side or the other… but the truth is, it doesn't matter. Within the span of a year, nearly every Tzimisce descended from the lines of Kolduns or who practiced the art was found as a desiccated husk within their pack's haven.

You could say the check came due on the Koldun… and they all ended up paying.

Who are the Tzimisce

By Kezia Bratu, Priestess of Caine

In the days of my sire, our blood embraced those of noble heritage and regal bearing. We embraced the intelligence and quick of wit… as well as those willing to sacrifice whatever needed in order to emerge victorious in their struggles. In short, we embraced humans who could be rulers if they but had the proper power at their fingertips.

Then, we began to explore the boundaries of cainite flesh. We embraced the sadistic and masochistic, those who dabbled in immoral sciences and experimented with morality and the human condition. Scientists, hedonists, decadently elegant mortals… all of them found a place within the blood.

As the Sabbat experiment flourished, we receded into the background, keeping the sect alive through our ritae and spiritualism. We tended to the souls of our packs and, as such, we became the heart of the Sabbat.

Things have changed. While you will still find all manner of fiends within the clan, we will be known once more as the dragons of old. It has fallen upon us to lead the Gehenna War now that we cannot rely so fully upon the Lasombra. Now, we search for those with the strength of will to do what must be done. It doesn't matter if they are sadistic murderers or quiet monsters… we will take them and forge them into excellence… or break them and use their parts for our more deadly creations.

The Tzimisce in Cainite Society
By Thomas St. Lucas, Tzimisce Templar

Knowing my family is about as close as you can get to being trapped in an asylum for the criminally insane. Think of every creepy uncle, every violent abuser, every tweaker, and every mad scientist stereotype that you've ever heard of... chances are, there are at least a few dozen Tzimsice across the planet that can fill each one of them. Almost to a "T."

When the mystics died, it got even worse, from my point of view. Think of it this way, when the sorcerers were around, the more demented and deranged aspects of the clan had a natural buffer. Maybe the Kolduns kept them in check, or maybe they just provided enough of a variance that it kind of balanced out the insanity in the rest of the clan. Whatever the case, shit went off the deep end a few years ago.

When the Kolduns were turned into beef jerky by whatever the hell it was that sucked them dry, the clan felt a void. We had always a reputation for being a bit on the... the extreme side of things. Being able to mess with bodies as if they were a child's putty can do that to a person. You tend to get bored and start... well, experimenting. To make a long story short, there was a small conflict behind closed doors as to the path the clan would take. We still had to contend with the Lasombra in leadership positions and to be fair, they were always a bit wary of our power over the sect due to our creation of the ritae. So, they started to push at us.

We pushed back.

What emerged was a family of dragons. The more powerful and charismatic of us took to the fore, reforming the clan into a force to be reckoned with. We stood as equals with the Lasombra, lords and dark monarchs of our domains, warriors forged from the fires of our loss.

Then, recently, the Lasombra were caught petitioning the Camarilla for admittance. We heard of this in whispers, but when it was fully revealed, the Lasombra were pulled down from their pedestals, and in their place, we began to emerge as pack leaders, war party organizers, and the backbone of the Sabbat.

The Tzimisce in Mortal Society

By Edwin von Hochadel

Hmm? The blood feast was particularly refreshing tonight, thank you for asking.

Sins of the Tzimisce

"Lead me, follow me, or get out of my way."
— General George Patton

The Tzimisce are a clan making up for lost time. While they were ruthless nobility in millennia past, they were twisted into hedonists and torturers, mad scientists, and elemental sorcerers. So much of what they once were was lost… and now they are finding themselves once more.

Add the Sabbat's loss of confidence in the Lasombra and the Tzimisce are savagely fighting for every inch of political ground they can muster during the trials of the Gehenna War. While they have carved a path for themselves into the bloody nights ahead, they are still just finding their true strength.

In a sect made primarily of traitors and antitribu, the Tzimisce remain the only clan fully committed to the war against the ancients and their pawns. This has placed an incredible burden upon the Tzimisce—and to be fair, it is a burden they took upon themselves with fang and bloody talon.

In the end, the greatest sin of the Tzimisce is that of hollow arrogance. They have worked too fiercely to establish their dominance that they are still trying to figure out exactly what it means for both themselves and the Sabbat.

Tzimisce Archetypes

The Extremist
True unlife is lived by experiencing everything that it has to offer. From the savage reaches of pain to mind-numbing pleasure. Experience is everything. Extremists generally use their powers of Vicissitude to create freakish alterations of bone and flesh to shock and amaze, finding amusement and power in the discomfort of others.

While many extremists may have delved into body alteration as mortals, just as many discover it through experimentation with Vicissitude or other methods of mutilating the undead frame.

The Priest of Pain
These Tzimisce take the idea of "pain being the greatest teacher" to the extreme. They seek to enlighten others through misery and suffering—both physically and mentally. They play games with their prey, often eradicating all hope before either devouring them or releasing them—just to see what the results may be.

While they sometimes function as pack Priests and occasionally side with the Bahari, these Tzimisce see pain as a calling and the means to a higher power.

Neo-Feudalist
There was once a Tzimisce tradition of ruling over a domain and isolating oneself from other concerns—focusing on the land a vampire could rule over and slowly expanding over time. These feudalists thought themselves the inheritors of the crumbling manors of the Old World, establishing vast tracts of land wherein they ruled with absolute power. In the Gehenna War, these vampires often establish bunkers and bases of operation, hosting nomadic packs while they rest between missions in the field. While in their domains, their word is the law and their rights absolute.

Knight of the Dragon
A new movement among the fiends, the knights of the dragon seek to bring the bloody glory of conquest to the Tzimisce clan. They hone their martial skills alongside other clans and lead packs from the front lines of battle. Utilizing their clan disciplines as effective weapons across the fields of battle, these warriors stride like blood-soaked knights through smoke and fire, bringing their wrath to agents of the ancients.

Disciplines

Animalism: Fashioning themselves as lords, the Tzimisce use their ability to communicate and command animals to better fortify their holdings. The clan's affinity for Animalism is viewed like any other tool: a useful ability among a variety of others at the vampire's disposal. As rulers of the land, they use Animalism as a method of control—using beasts to terrorize the unruly, or simply dominating the creatures that live around them and forcing them to submit to the vampire's will.

Auspex: The Tzimisce value insight—both into guests and into their enemies. The abilities of Auspex to peel back layers of an individual's emotional being are enjoyed by the clan to an almost perverse degree. Reading Auras, skimming thoughts, and projecting their spirit from their body to better survey their lands... all of these uses of Auspex have great value to the discerning Tzimisce. For the more monstrous Fiends, Auspex can be used to track their prey or to interrogate captives. For rulers and Vivodes, Auspex allows them insight into their territories that can only strengthen their control.

Vicissitude: Monstrous and elegant are the words that most would use to describe the Tzimisce ability to shape and twist flesh and bone. As a sculptor molds his work, so do Tzimisce twist the forms of the living. With but a touch, a fiend can remove entire sections of skin, flaying an enemy with nothing more than a graceful caress or they can warp their own bodies into engines of destruction. The possibilities of Vicissitude allow the fiends to be absolute masters of the flesh.

Bane

Tzmisce have always been bound tightly to the lands of their birth. As a result, Tzimisce must sleep each day with at least two handfuls of their native soil. This soil must be from the town or city of the vampire's birth or embrace. If the vampire does not sleep with the soil near them, they suffer from unease and slight disorientation that grows more intense with each day that passes until they are able to rest during the day with the proper soil.

For each day that a Tzimisce sleeps or rests without the required soil, they suffer a -1 dice penalty to all actions for each level of their Bane Severity. This penalty is cumulative, increasing by the vampire's Bane Severity each day without soil. Once the vampire does once again rest with native soil, the penalty is reduced to zero and starts over again the next day they rest without it.

Clan Compulsion

Tzimisce: Vivodes of Vivodes

The Tzimisce were once viewed as lords of manors and estates. They ruled from decadent castles and fortresses, overseeing vast fields of land and pliable peasants. While the Ventrue of the modern world have become more merchant than king, the Tzimisce never ceased holding titles of lordship.

As a result, their clan compulsion calls upon them to assert their authority upon those around them. The blood within the Tzimisce calls for a balance of the powerful against the submissive. To this end, it demands that the Tzimisce place themselves at the forefront of leadership.

For the scene, the fiend must seek an avenue to gain power or authority over others in their vicinity. This can be either social power, physical power, or emotional power. They must attempt to maneuver themselves into a position of power or suffer a two-dice penalty to all actions for the remainder of the scene.

New Powers

Vicissitude

I don't know what came out of the darkness. There were three of us—me, Lucretia, and Walker. All ready to assault a pack outside of the village. The first thing that got us were the shadows that enveloped the area—writhing and moving as if they were alive. Then, some monstrous beast right out of a horror movie charged out of the black ichor.

It looked like spikes made from bone and twisted sinew had burst out of its skin. Its fingers and limbs were corded in black muscle and spikey protrusions. And the howl. Jesus fuck. The unholy screams that came from a multitude of mouths...

I'm not going back. Fuck it. Stake me if you want. I'm not facing that thing again.

Nicknames: Flesh Crafters, Sculptors, Fiends, Metamorphosists.

The ability of the Tzimisce to alter their own bodies and the bodies of others has been a hallmark of the clan. They have used this skill to rise to prominence as body crafters and artisans. Sabbat have come to them for tattoos or ritual scarification, or even to remove limbs as punishment for contrition ritae.

The discipline of Vicissitude has allowed the Tzimisce to be valued as infiltrators and interrogators, the versatility of the discipline fueling their reputation as monsters and fiends.

While it was once widespread among the Sabbat to various degrees, in modern nights, the Tzimisce are much more selective with who can learn its secrets, utilizing it as another method of control in their fight for supremacy in the Sabbat.

Characteristics
Type: Physical
Masquerade threat: Low to High. Many of Vicissitude's effects can be hidden and remain unseen. However, once they are fully activated, they cause the body to behave in impossible ways.
Blood Resonance: Choleric

Level 1

Fleshcraft
The very basics of Vicissitude allow the vampire to alter their appearance. By working their flesh as if it were clay, the Tzimisce may completely change the way they look. By utilizing this power, a vampire can alter the pigment in their skin to look darker or lighter than normal. They may also shift and adjust masses of muscle, fat, and tendons to allow for the appearance of a bulkier musculature or alter their gait. While the vampire may not mimic the appearance of others exactly (doing so would require altering bone structure as well as skin and muscle), they can effectively disguise themselves.

Vampires may also use this ability upon others, leading to a variety of uses for infiltration and subterfuge.

Cost: 1 Rouse Check
Dice Pool: Dexterity + Crafts (Body)

System: The vampire makes a rouse check and then rolls their Dexterity + Crafts (Body). While simple alterations such as a slight change of pigment or erasure of moles or birthmarks only have a difficulty of 1, more difficult alterations may require meeting higher difficulties at the Storyteller's discretion.

This power takes the totality of the vampire's concentration, preventing its use in combat.

Simple alterations may only take a few minutes while more complex adjustments may take a scene or more to complete.

Duration: Until used again, or a rouse check is made to restore the vampire's original appearance.

Note: When altering the flesh of an unwilling target, each alteration made to targets can be "healed" as if it were Superficial Damage. The total amount of "damage" to be healed to eliminate alterations is at the Storyteller's discretion.

Siphon

In a shocking display, the Tzimisce can extend piercing tendrils of flesh and veins from their hands or mouth. These feeding tubes can pierce muscle and bone, allowing the Tzimisce to slake their hunger with incredible speed.

A victim fed from in this way is utterly ravaged, pierced by dozens of small teeth and stingers, their bodies drained of vitae to sate the vampire.

Cost: Free
Dice Pool: None.

System: The vampire simply wills the change to occur when feeding. The Tzimisce's flesh twists and forges the necessary alterations without a need to rouse the blood. This power can only be activated when the vampire is feeding and requires a grapple to be successfully enacted upon the target. When active, it allows the vampire to reduce the time it takes to slake hunger by one half, to a minimum of one turn.

When this power is used to feed, it mutilates the body of the target, leaving the subject a mass of ravaged flesh and bone. This power deals 3 superficial damage to the target of a feeding in addition to the damage dealt from blood loss.

If a vampire utilizes this power on another vampire, no damage is dealt.

Duration: N/A

Level 2

Bone Crafting

By utilizing this power, the vampire can alter details of their body such as height and bone density, making themselves appear larger in frame, or smaller. This level of mastery over the physical form allows the Tzimisce to mimic a rough approximation of other individuals as well as force changes upon others that can disfigure or mutilate them until healed.

Cost: 1 Rouse Check
Dice Polls: Dexterity + Crafts (body); Dexterity + Crafts (Body) vs. Stamina + Blood Potency for unwilling targets.

System: Like with Fleshcraft, the vampire must physically touch and mold his target's body into the desired shapes. The Tzimisce can make serious alterations to their forms, such as changing their height or bone structure. Combined with Fleshcraft and with a Dexterity + Crafts

(Body) roll at a difficulty of 3, they can attempt to mimic another individual. This resemblance is only approximate and those who know the individual copied or who scrutinize the disguise can tell that something is amiss. This ability of bone craft cannot be used on other targets.

Additionally, by hardening their bones or extending small spurs from their body, the vampire can choose to deal +1 superficial damage in melee combat.

To use this power on unwilling targets, the vampire must successfully strike their target as with normal unarmed combat. If they successfully strike their target, they then roll Dexterity + Crafts (Body) versus their target's Stamina + Blood Potency. Success for the vampire disfigures their target, causing a one-dice penalty to social rolls for each successful use. This penalty can be reduced as if it were superficial damage to be healed.

Osseous Weaponry
With this power, the vampire literally turns their body into a weapon. By extending their bones into savage spikes and spurs, the Tzimisce can deliver grievous wounds to their opponents in close combat.

Cost: 1 Rouse Check
Dice Pools: N/A

System: The character makes a rouse check and spends one turn wrenching and shaping their own bones in preparation for combat. While this process is painful, it deals no damage to the vampire as it is activated. This process cannot be enacted upon other vampires or ghouls.

For the duration of this power, the vampire deals aggravated damage in close combat to mortals. Superficial damage dealt to vampires with these weapons is not halved per normal.

In order to return their bones to normal, the vampire must reactivate this power.

Duration: Until undone.

Level 3

Mastery of the Flesh
At this level of skill, the Tzimisce can now alter ghouls for combat by turning their bones into weaponry. The vampire can make ghouls appear more monstrous, granting them a single bonus dice to intimidate mortal targets, or they can grant them the ability to deal aggravated damage in close combat, as per Osseous Weaponry. These changes can be hidden beneath the ghoul's flesh, only to burst forward at will, revealing the gruesome alterations made to the mortal's body.

Cost: 1 Rouse Check
Dice Pool: N/A

System: This power allows the Tzimisce to apply the effects of Osseous Weaponry or Bone Crafting to Ghouls and other vampires.

This level of ability also allows the character to conceal their own bone weaponry alterations. When the vampire or anyone else given the benefits of hidden Osseous Weaponry activates their weapons, they receive a point of aggravated damage as the spurs and spikes rip out of their skin and flesh.

Duration: Until Undone.

Flesh like Water
Utilizing their mastery over their own flesh, the Tzimisce has learned to allow their muscles and skin to absorb attacks and flow around sources of potentially serious injury. When active, the vampire's skin and muscles ripple and recoil from attacks, shifting and moving instinctively to avoid damage. This power can be incredibly disturbing to witness being used.

Cost: 1 Rouse check.
Dice Pool: Special—See System

System: Once this power is activated with a Rouse Check,

the vampire can choose to substitute the lowest of their Dexterity or Athletics when rolling their defense with the highest of either their Vicissitude level or Stamina.

Duration: 1 Scene

Level 4

Horrid Form

When this power is activated, the Tzimisce erupts into a monstrous form. The beast that they become is nearly eight feet in height. Their skin blackens and thickens to an almost chitinous armor as spikes and spurs of jagged bone burst out of their joints. Fingernails elongate into vicious talons and their face twists into a demonic visage. Jagged spines erupt from the vampire's vertebrae and ichor leaks from their skin.

Cost: 2 Rouse checks
Dice Pool: N/A

System: After making the required Rouse Checks, the vampire's form increases in both stature and strength. The Tzimisce gains two bonus dice to all Strength and Stamina rolls, their health increases by two, and they gain a +1 bonus to all damage in unarmed combat. In addition, all unarmed strikes the vampire performs deal aggravated damage to both mortals and vampires.

Any damage the Tzimisce receives while in Horrid Form is first applied to their bonus health levels. These health levels cannot be healed, and damage done to them does not transfer to the vampire's normal form.

Duration: One Scene

Corrupt the Flesh

With but a touch, the Tzimisce can flay the flesh from their enemy's bones. By focusing their talents through their fingertips, the vampire can simply graze an opponent and cause them serious harm. In the trail of the touch, the victim's flesh and muscle slough off their body, falling to the ground in splattering piles of blood and skin.

Cost: 1 Rouse Check
Dice Pool: Dexterity + Crafts (Body) vs Stamina + Blood Potency

System: To utilize this power, the vampire must first strike their target in unarmed combat. Once the target is successfully hit, instead of calculating damage, the vampire makes a roll of his Dexterity + Crafts (Body) versus the Target's Stamina + Blood Potency. For each success achieved by the Tzimisce, their target takes one level of superficial damage (not halved for vampires) as their skin is made to slough off their body in the wake of the vampire's touch. If the target is a vampire, they also gain 1 hunger for each successful use of this power on them as blood pours out of their patchy flesh.

For each level of damage this power deals to its target, they suffer a one-dice penalty on all social rolls. Each damage healed removes a single penalty dice.

Duration: N/A

Level 5

Acid Blood

The vampire focuses their transmutative power on their blood, creating a type of biological acid. While the vampire is granted immunity from the effects of this acid, others are not so lucky. Should the vampire be bitten or purposefully spill their blood on individuals or items, the acid begins to burn and sizzle.

Cost: Special—see System
Dice Pools: None

System: With a moment's concentration, the Tzimisce concentrates their blood into an acidic form. If someone bites the vampire, they immediately take 1 aggravated damage as the acid burns their mouth. For each hunger slacked from a vampire under the effects of this power, the drinker receives 3 aggravated damage.

If the vampire sheds their blood on an individual or

object, each Rouse Check worth of blood deals one aggravated damage. At the Storyteller's discretion, the acid may eventually corrode or dissolve material.

The vampire's vitae retains its acidic properties for only one turn once it leaves the Tzimisce's body.

Duration: One Scene

Scales of the Dragon
Amalgam: Fortitude 3
Combining their knowledge of Vicissitude and their understanding of Fortitude, the Tzimisce can harden their body against all forms of hindering damage. The vampire deadens their nerves, temporarily searing away their ability to feel pain.

Cost: 1 Rouse Check
Dice Pools: N/A

System: Upon making a successful Rouse Check, the vampire hardens their skin and deadens their nerves. For the duration of this power, they will not suffer the effects of impairment due to damage or pain of any type.

In addition, the user of this power negates the first aggravated damage they receive each turn.

Duration: 1 Scene

Ventrue Antitribu

Warrior Kings
The Vengeful
Knights
Would-be-Rulers

The Ventrue were once a clan of warrior kings, leading their armies and people from the very front lines of battle. Then, things changed. The Anarch Revolt ended and the Ventrue were kings only in name, becoming merchants and moneychangers.

The Ventrue of the Sabbat find this the gravest of insults to their line. They lead the charge against the enemies of the Sword from the front lines, their skill at leadership and their natural resilience making them powerful generals on the field of battle.

Now, with their longtime rivals, the Lasombra, reeling from their own betrayal, the Ventrue are ready to take command of the Sabbat to lead it toward victory.

"Leadership is the capacity to translate vision into reality."
— Warren Bennis

The Burden of Command

By Ramon Delgato, Ventrue Antitribu Ductus of the Acheron's Tears pack

Who among us is more fit to lead than a Ventrue?

Others may laugh, but the question is a serious one. Our clan has been on the front lines of every major conflict in the history of our sect. While the Lasombra and Tzimisce have taken credit for our victories, we have carried on the fight, not stopping to pat ourselves on the backs or hold self-congratulatory parties and blood feasts.

A true leader is down in the muck and the blood with his charges. And that is where we operate best. We were made to be leaders and the Gehenna War gives us the opportunity to forge our own destinies. With the Lasombra disgraced, these nights are our opportunity to rise up and take the reins of leadership.

The Tzimisce are passable warlords—since their magicians have vanished, but they cannot command in the ways that we do. They cannot inspire in the ways that we do. It is our bloodborne burden—to command when others cannot or will not.

Who are the Ventrue Antitribu

The Ventrue Antitribu are front-line commanders for the Sword of Caine. They take their duty to lead very seriously and view themselves as the most qualified candidates to lead the Sabbat to victory. While many clans are maneuvering themselves to emerge as leaders within the Sword, the Ventrue have been building support throughout the various theatres of the Gehenna War.

Having positioned themselves as willing to take on difficult assignments and take charge in battle, the Ventrue of the Sabbat are truly attempting to emerge as bloody kings in the aftermath of the War.

The Ventrue Antitribu in Cainite Society

By Erica Salvatore, Ventrue Priest of the Imperial Blades pack

Imagine you're in the middle of a building caught ablaze. Burning embers sting your eyes. Smoke fills the air to obscure your surroundings. You know the enemy is near, but you cannot find them. You lash out, wildly, striking at everything in your path, praying, hoping that your enemy will be the next to fall.

Now imagine a voice in that chaos. Guiding you. Telling you where to strike. Clearing the smoke from your eyes so that you may see more clearly. That voice? It belongs to the Ventrue Antitribu. The wild swinging? The Sabbat. We will be the leadership that the Sword needs to earn victory in the War.

Many clans expected us to rise up and immediately take charge after the disgrace of the Lasombra. That would have been rash. To take charge without the support of your troops only leads to disaster. We understand war. We understand politics. We will not make the same mistakes the Lasombra have made.

When the Ventrue take charge, it will be to the thunderous support of the Sabbat as a whole.

The Ventrue Antitribu in Mortal Society

By Lydia Thomas, Ventrue Antitribu member of the Hellfire Dancers pack

Our relationship with humanity is a complex one. We appreciate and reward successful warriors—bestowing ghouldom or even the embrace upon promising individuals. However, we prefer to not get directly involved. We work through agents and other ghouls, utilizing their ties to society for our own benefit and the overall war effort.

Those humans that stand out and rise up we claim as our own. Ventrue blood demands only the best specimens and we will not waste the embrace on those who are not worthy of our attention.

Sins of the Ventrue Antitribu

"He who wishes to be obeyed must know how to command"
— Niccolò Machiavelli, The Prince

The Ventrue Antitribu have been maneuvering to become leaders in the Sabbat for centuries. Long stifled by the Lasombra and Tzimisce, the current power vacuums due to the fall of the Lasombra have given them ample opportunity to elevate their positions within the Sword.

Numerous Ventrue Ducti and Templars have risen to prominence and respect within the Sabbat, but as the Ventrue rise, they also sew the seeds for their own downfall. As they rise above their fellows, they cannot help but take vengeance for years of stifled growth, subtly (and sometimes not so subtly) striking back as the Lasombra and Tzimisce clans as well as any who had tried to dare hold them back in the past. Their wrath is gradually laying the groundwork for their own fall.

Chapter Five:

Of Faith and Fire

Caine's Faithful

The Sabbat is a sect based around faith and bloodshed. Priests and other members of the ecclesiarch branches of the Sword use ritae to keep the Sabbat unified and invigorated.

Ritae are typically performed by packs during weekly esbats—meetings wherein all members of the pack come to report back to one another. While packs live together in the same haven, these weekly meetings are official progress reports that are shared with all members of the pack. During an esbat, ritae are performed and duties are given to members of the pack.

More significant ritae that impact many Sabbat in an area are usually held during a collective gathering where many packs meet up to perform ritae and see to other business. Some of these meetings are purely celebratory in nature, while others can be to disseminate battle plans, strategies, or even to introduce new members of the sect to one another. The general order in which ritae are performed in a gathering varies from pack to pack, but most include numerous Autoritas Ritae and some pack-specific Ignoblis Ritae.

The Ritae of the Sabbat

The cainites of the Sabbat utilize mystical ritae developed over the existence of the sect in order to bind themselves together in service to destroy the Antediluvians, resolve disputes, and celebrate their holy days.

Priests are trained to execute the ritae faithfully and to teach others the mysteries of their workings. Only Sabbat cainites are ever taught the holy ritae, as teaching an outsider is considered heresy and grounds for destruction. The Sword guards its secrets well, after all, the ritae freed them from the shackles of the ancients and united the Sabbat after the Anarch Revolt.

While Priests may defect from the Sabbat (a rarity, given the bonds of the Vaulderie and the closeness of packs), teaching others anything other than the most basic understanding of the ritae is relatively pointless. Some cults and religions have their own versions of some of the Sabbat ritae (such as Sermons of Caine being utilized by the Church of Caine in the Camarilla and other sects), these ritae are looked down upon by Sabbat Priests and are viewed as perversions of the holy ritae.

Auctoritas Ritae

The Auctoritas Ritae are the most sacred of the Sabbat's holy rites. These are the high ceremony ritae that evoke themes that guide the Sabbat in modern nights. Auctoritas Ritae strengthen the bonds between Sabbat members, resolve conflicts, celebrate success, punish dissension, and assist in the creation and conversion of new Sabbat. While there has generally been little change in ritae that are considered Autoritas, the modern nights have seen a shift in importance.

As a sect embroiled in the Gehenna War, the Sabbat have seldom celebrated High Holidays while hunting the ancients. Due to this, ritae that call for the opening of holiday celebrations have been shifted from Autoritas Ritae to Ignoblis Ritae and have become far more personal for each pack involved in them. Most High Holidays are still celebrated in areas across the globe that are not stifled or threatened by outright conflict.

To be a successful Priest, a Sabbat member must know numerous Auctoritas Ritae so that they may be faithfully observed by the pack in accordance with the Revised Code of Milan.

Rituals that are deemed as necessary for a Priest to properly perform their duties are as follows: The Vaulderie, Creation Rites, Sermons of Caine, Monomacy, Contrition, Blood Feast, Fire Dance, and Games of Instinct. These select ritae allow a Priest to see to the needs of their pack in the short term. Other ritae may be learned over time, but an individual is not considered a Priest until they have learned at least this small selection of ritae and can perform them reliably.

The Binding

Participation in the Auctoritas Ritae brings the Sabbat together, but the Binding ritus was made to specifically renew the bonds a pack holds with one another. Over the course of the Binding, the Priest leads his pack through the group's interpretation of the goals and mission of the Sabbat. The idea is to have all members of the pack participate in a group recitation to affirm their dedication and belief in the Sabbat's ideals.

Commonly performed on the night of the Winter Solstice, the Binding usually draws numerous packs from the local area to participate. If a higher-ranking member of the ecclesiarch is present above a pack Priest, they will usually preside over the ritus.

Symbolism plays a large role in the Binding, and the ritus typically features some iconography or representation of water. This representation is meant to portray the adaptable nature of the Sabbat and its ability to overcome all obstacles that might fall within its path.

At the conclusion of the Binding, it is customary to perform a Vaulderie involving the Sabbat present for the Binding.

System: The presiding Priest rolls their Resolve + Occult with a difficulty of 4. If the Ritus is successful, all Sabbat present heal all superficial Willpower Damage they currently possess and can eliminate all stains they currently possess as long as they were gained in service to the ideals and goals of the sect. In addition, all Sabbat treat their vinculum rating as if it were one level higher for the next lunar month. If the ritus fails, no attending members of the Sabbat gain any of its benefits.

Blood Bath

Whenever a Sabbat member rises to prominence and is awarded a position such as Bishop, Archbishop, or higher, a Blood Bath is performed. The ritus is executed by the Priest presiding over the affair to officially anoint the new appointee in the presence of their peers.

Since this ritus is performed for positions of importance, it is common for many Sabbat members to gather and participate in the ritus, both to show respect for the accomplishment of the cainite being elevated in standing and to show their support and unity with their fellows.

The ritus is performed by each member in attendance, starting with the presiding Priest, kneeling before the new appointee and granting the cainite their endorsement or displaying their allegiance to the cainite. The member then spills a quantity of their own blood into a large vessel.

It is customary for the newly titled cainite to praise or give advice to the cainites present, displaying that the Sabbat will benefit from elevating an individual of wisdom and faith. The appointee then bathes in the blood from the vessel.

At the conclusion of the ceremony, all attendees drink from the bathing vessel—which is customarily consecrated with the Vaulderie as well—to showcase their unity.

System: The presiding Priest rolls their Resolve + Occult with a difficulty of 2. A failure indicates that the Priest has made a misstep in the ritus and it is not considered a "proper" blood bath. While this has no mechanical penalties for the Priest or the appointee, the ritus is considered tainted and an embarrassment to both parties.

Blood Feast

Considered a staple ritus at formal Sabbat gatherings, the Blood Feast represents the sect's predatory nature. Blood Feasts are a type of ritual feeding that is often offered before a Blood Bath or other ritae that will be performed throughout the evening at an esbat or other gatherings.
To properly execute a Blood Feast, a Priest and his chosen assistants gather several mortals. The exact number varies—often on availability and expected attendance numbers (one victim per three cainites is considered a good ratio). Once humans have been gathered, they are sequestered as the location is being prepared. Priests keep mortals gathered for such purposes alive until the beginning of the feast.

Once the Priest is prepared to consecrate the Blood Feast, the mortals are brought forth and hung upside down from the ceiling of the location. Often, this includes the use of chains and various restraints. After the victims for the feast are in place, the Priest presiding then dedicates the blood within them, and their lives, to the Sword of Caine. The exact nature of the consecration varies from Priest to Priest, with some using ironic materials such as sage or other incense to "purify" the offerings as part of the consecration, while others simply recite a speech of sacrifice to sate the hunger of Caine's chosen childer.

Once the Priest has finished, the attendees are then given leave to feed on the vessels as they will. Methods of feeding vary, as some Sabbat prefer to drain blood from their victims into glasses, while others prefer to simply drink directly from the suspended mortals.

System: The presiding Priest rolls their Resolve + Occult with a difficulty of 2. Success allows a cainite to sate twice as much hunger from their drinking than normal, including the ability to reduce hunger of participants to 0 without necessitating the murder of a vessel. Failure indicates a flaw in the execution of the ritus, with the vessels only sating the normal amount of hunger for the feeding vampires.

Contrition

In a sect as aggressive as the Sabbat, it is inevitable that sect mates will come into conflict

and wrong one another. Whether this is through verbal insults, destruction of another pack's property, invading another pack's territory, or other matters, Contrition allows a way to satisfy those involved with the dispute and allow them to put their grudges aside.

In addition to settling inter-pack disputes, the Contrition ritus can also be performed when a fellow Sabbat is found to have violated a precept of the sect or an item of the Code of Milan.

To perform the Contrition ritus, the presiding Priest must hear the grievances between parties, or the wrongs committed by the Sabbat member before them. If the Priest finds the Sabbat truthful in their confession or grievances, they assign what they feel is to be appropriate punishment or recompense in the case of pack disputes.

Often, these punishments are in some way related to the offenses caused. For example, a Sabbat who had destroyed the property of another pack or stolen from a brother or sister may have a hand removed for a period of time. A pack member who has inadvertently endangered a mission by leaking information may have their tongue removed, and so on.

If the ritus does not resolve the issue at hand, it is commonly elevated to the level of Monomacy or more harsh punishments are enforced as part of Contrition.

System: No mechanical system is required for the Contrition Ritus. However, if the Priest wishes to make their execution of the ritus seem more impressive, they may make a performance skill roll at the Storyteller's discretion.

Creation Rites

Bringing a new cainite into the Sword of Caine is never taken lightly. Those recruits that are sought after for conversion or embrace must be studied thoroughly for worthiness. After all, those that initiate the newcomers into the Sabbat must be willing to fight and die beside the individual if necessary. In this, there can be no room for doubt. The Sabbat is a sect at war and considers its recruits very carefully.

Once a candidate has been cleared for the embrace or conversion, the preparation truly begins. Regarding the embrace of new members, prospective sires often watch their would-be childer for months or years. Upon the embrace, they allow the new cainite to adjust to their condition. During this time, the new vampire is not considered Sabbat, they are not welcome to participate in ritae nor are afforded protections under the Code of Milan. During this time, the worthiness of the candidate is again assessed. If they are found wanting, the new childe is destroyed. If they are found worthy, the ritus can be performed.

The candidate is brought before the Priest at the beginning of the ritus, presented ceremoniously by the sire or sponsor (if a convert). At that point, the candidate kneels before the Priest and is branded on the forehead with the ankh of the Sabbat. This is usually done with a ritual brand, or, barring one being present, having the ankh carved into the candidate's forehead by hand. While the brand sizzles against their flesh, the candidate is told to recite an oath of undying allegiance to the Sword and its war against the ancients.

At the conclusion of the oath, many packs hold an additional ceremony to welcome the newcomer into their pack. Some packs proceed with a gang-like initiation ceremony while others have the new childe or recruit presented to each member in the back in ritual fashion.

Always following every successful Creation Rites ceremony is the completion of the initiate's first Vaulderie to bind them to their pack and officially welcome them to the Sabbat.

System: There is no necessary system for the Priest to properly perform the Creation Rites, however, the candidate for the ritual may have to

pass a frenzy test while they are being branded or marked with the sect's ankh. If branded, the initiate receives 1 aggravated level of damage that must be healed normally. If the ankh is carved into the initiate's forehead, it deals 1 superficial damage that is healed per normal, but it is customary for the candidate to bear the marking for the rest of the evening.

Fire Dance

As a sect at War, the Sabbat often find themselves face to face with one of the deadliest of vampiric banes—fire. The mere presence of fire can drive cainites to a frenzy before they are even touched, the beast recoiling in fear to protect its continued existence. Over the course of battle, it is almost inevitable that a pack will encounter fire being used against them in one way or another.

The Fire Dance allows a Priest to prepare their pack for such instances, steeling their beasts against the primal fear that fire can provoke.

To properly perform the Fire Dance ritus, the Priest prepares a bonfire. While the fire is lit and the blaze begins to grow, the Priest speaks to their pack about the unity of the Sabbat being strong enough to surpass any limitation—including their own weaknesses and fears. The Priest affirms that the pack, together, can face their most primal fears and emerge unscathed.

Once the Priest completes his call to the pack, the participants enter a trance-like state. This is often done while chanting rhythmically in unison or beating of ceremonial drums. Once they have achieved a trance state, the cainites dance wildly around the fire and begin to jump over or through the blaze as their ritus reaches a fevered peak.

The Fire Dance is complete when the last cainite present leaps through the flames.

System: The presiding Priest rolls their Resolve + Occult with a difficulty of 2. If the roll is successful and each cainite passes through the flames, the characters gain 3 bonus dice to resist frenzy due to fire for the three nights following the ritus.

To successfully approach the flames and summon the courage to jump through them, each cainite must resist a terror frenzy (per the rules in Vampire: The Masquerade). If they fail, they do not frenzy, but cannot jump through the flames nor make another attempt to do so for five minutes.

Jumping through the flames generally only requires an Athletics roll if the character is attempting a risky or daring maneuver (which usually gains them respect if performed well). The difficulty of the Athletics roll is at the Storyteller's discretion based on the intricacies of the maneuvers attempted. Failure (or even success in the case of more daring leaps through the fire) may result in aggravated damage from the fire.

Games of Instinct

Games of Instinct can take many forms and are often particular to each pack. Common themes among games are that they exemplify the predatory nature of the Sabbat and act as an exercise to allow them to test their mettle against their fellow Sabbat in competitive events.

Common games of instinct are competitions such as Capture the Ductus, The Rat Race, or Demolition Racing. These games commonly involve multiple packs, but only require one Priest to preside over them.

In Capture the Ductus, two or more packs are set against one another. Each side is given a short period of time to secure and hide their own Ductus. Opposing teams then set out to both find and capture the Ducti of other teams. Once captured, a Ductus must be presented to the presiding Priest for a point to be awarded. At the end of the game, the team with the most points wins the competition.

During this game, Sabbat may be harmed and placed in harm's way provided that the conflict does not result in final death.

The Rat Race is an interesting game in that it actively involves human or ghoul participants. Each pack participating secures a human or two for the games that they feel would be an entertaining opponent for their fellow Sabbat to face in combat. The gathered humans are then put in a building or maze from which they cannot escape. In addition, the humans gathered are given weapons that are capable of harming vampires.

The cainites then enter the maze from different locations and proceed to hunt the humans. The pack that kills and drains the most humans wins the competition. As with Capture the Ductus, maiming or incapacitating competition is allowed, provided no injured cainites reach final death at the hands of other Sabbat.

An alternate version of the Rat Race involves captured Camarilla kindred but follows the same rules otherwise.

Demolition Racing involves a pack or more of cainites stealing vehicles in a settlement or city. They then race to a specified location while trying to disable or prevent their competition from reaching the finish line.

System: No roll is required to perform the Games of Instinct ritus, but those who win a Game of Instinct are considered to have one more active status than normal until the next time they participate in a Game of Instinct.

Monomacy

When Contrition cannot resolve the dispute between two Sabbat, Monomacy is the next natural step. Additionally, Monomacy can be the first step taken if the insult or behavior warrants the death of a sect mate in the eyes of the cainites involved.

To properly enact a Monomacy challenge, a cainite must find a neutral Priest (one who has no packmates involved in the dispute). The challenging cainite then lays out their grievances against the offending cainite. If the Priest approached agrees that the challenge merits the potential death of a sect mate, the Monomacy proceeds.

The presiding Priest informs the pack Priest of the challenger and of the offending cainite. They then decide upon a time and place for ritual combat to occur. At this time, the offending cainite is given the opportunity to accept the Monomacy challenge or decline. If they decline, the presiding Priest decides whether the reasons provided are sufficient. If the reasons are not adequate and the offending party still declines to participate in the Monomacy ritus, they immediately are stripped of standing within the sect and branded as a coward until recompense is made or they survive a subsequent Monomacy challenge.

If the challenge is accepted, the two parties agree upon terms for the combat to follow. What weapons are allowed, types of disciplines to be allowed, and other factors are determined and finalized by the presiding Priest. Both the challenger and the offending party have the right to demand a champion, who must be willing, to fight in their stead.

Once all terms are settled, a fight to the death then occurs. If a champion is selected and is killed, the Monomacy participant who selected the champion is then slain. If the participant flees before the sentence is carried out, they are often the subject of a Wild Hunt.

System: There is no roll required to successfully preside over a Monomacy challenge. Those who decline a rightful challenge gain the flaw: Coward. This flaw represents a negative view of the character by all those Sabbat who honor the ritae. A character marked as a Coward is rarely given assistance by other Sabbat and is often ostracized by their fellows. This flaw cannot be bought off with experience and lasts until the character participates in the Monomacy challenge or wins another Monomacy challenge.

Sermons of Caine

Much like a Blood Feast, Sermons of Caine are often performed at official Sabbat gatherings or esbats. Used to reinvigorate Sabbat and help them unite around the Dark Father's legends, Sermons of Caine are opportunities for a pack Priest to shine, displaying his knowledge of Noddist lore and his application of ancient stories to current challenges facing the Sword of Caine.

While many stories are often viewed as metaphors or allegory about the nature of the Sabbat's struggles, linking stories from Noddist lore to the Gehenna War or the Sabbat's faithfulness is a celebrated pastime of many priests.

Each Priest explores stories of Caine's travels with his pack in different ways, however, there are common threads utilized in most sermons. The most prevalent is that the Priest attempts to work in the pack's current struggles, triumphs, and tragedies to the travels of Caine through Nod and of the Dark Father's various trials with his childer. In order to reaffirm their faith in both Caine and their brothers and sisters.

System: The presiding Priest rolls their Resolve + Occult with a difficulty of 2. If successful, all Sabbat members present heal all superficial Willpower damage. Failure offers no penalty to the presiding Priest aside from the embarrassment of failing to perform the ritae properly.

The Vaulderie

The quintessential ritus that unifies and strengthens the Sabbat is the Vaulderie. Much like the pack is the foundation of the Sabbat's organization, the Vaulderie is the foundation of the sect's ritae. In addition to creating a sort of communal bond between the participants, the Vaulderie, when performed properly, can erode blood bonds and free cainites from the false love they impose. While the bond formed by the Vaulderie, known as the vinculum, is very similar to the blood bond—though no Sabbat would ever refer to it in such a way. The vinculum is a shared bond among all participants, forging closes ties among each pack, and as a result, unifying them in the Sabbat's mission.

To perform a Vaulderie, the Priest requires a chalice. The chalice does not have to be incredibly large but must be suitable to hold blood from each of the participants. A great deal of care is usually put into creating or finding a chalice appropriate for the ritus. Some cainites have custom vessels created for the Vaulderie while others go to great expense at commissioning one to be created. While the quality of the vessel does not impact the ritus itself, Priests can take a great deal of pride in their chosen chalice.

While performing the Vaulderie, the pack's Priest slices their wrist with an athame or another ritual tool (one uses specifically for the Vaulderie and nothing else) and bleeds into the chalice. The Priest then passes the vessel and ritual blade to each participant, who then cut themselves and bleed into the vessel. As each member of the pack trickles their blood into the chalice, it is often accompanied by the Priest blessing the dark sacrament in Caine's name.

Once all participants have bled into the cup, the Priest bestows Caine's blessing upon the bloody chalice. The priest then drinks from the chalice before passing it to each participant, who also drink from the vessel.

System: The first time a character participates in the Vaulderie, they roll a dice for each character whose blood was part of the ritus. The result (1-10) is the vinculum rating they have for the individual. Each time that they participate in a Vaulderie going forward, they roll a dice for each member. If they already possess a vinculum rating to a participant, the rating only increases if they roll higher than their current vinculum rating on the dice. If the dice roll requires a vinculum increase, the person's vinculum to the individual increases by 1 point (to a maximum of 10). If the result rolled is a 1, the vinculum is reduced by 1 point (to a minimum of 1).

To perform the Vaulderie, the Priest rolls their Resolve + Occult with a difficulty of 2. If the Priest fails, the Vaulderie has no effect.

To actively pursue activities that would harm or harass any individual to which a Sabbat member holds a vinculum, they must roll to defy the equivalent level of blood bond (as listed on the Vinculum Rating table). Unlike a blood bond, the Vinculum does not generally fade over time or erode with defiant activity without the Storyteller's discretion.

If a character participates in a Vaulderie but holds a blood bond rating to another vampire outside of the vinculum, the bond level erodes by 1 point for each time the character participates in the ritus. Participating in the Vaulderie can reduce a blood bond to a rating of zero in such a way.

Vinculum Rating

Vinculum	Blood Bond Level Equivalent	Effect
1-2	1	Vinculum of this level creates a level of camaraderie, but not a particularly strong bond.
3-4	2	Bonds at this level create a degree of loyalty and willingness to assist an individual, but nothing that would greatly inconvenience a character or risk harm.
5-6	3	Bonds at this level create a degree of loyalty and willingness to assist an individual, but nothing that would greatly inconvenience a character or risk harm.
7-8	4	Characters with this level of a bond will put themselves at risk for the person to which they have a bond and will expend considerable resources to aid the individual.
9-10	5	Vinculum of this degree leave an individual willing to die for the person they hold such a high rating to; they will kill and place themselves at great risk for the individual.

War Party
The War Party ritus has become a regular staple of nightly Sabbat affairs. Used to target and initiate the hunt for elder enemies of the sect, or the ancients the Sabbat seek to destroy, the War Party gathers multiple packs in an area to encourage them to compete for the blood of the named elder.

What ensues is a collective of predators all seeking the blood of the same individual. The goal of the War Party is to destroy and devour the named non-Sabbat vampire, culminating in the amaranth. While in the field, packs are obviously competing to reach and destroy the target before their peers. As a result, a conflict between packs can occur but is barred from having deadly consequences. Though accidents happen, inflicting the final death on fellow sect members is looked down upon.

The War Party ritus is often accompanied by Sermons of Caine, Blood Feast, and the Fire Dance ritae. During the revelry before the declaration, Sabbat are informed of the target and a War Chief is selected from the participants. The War Chief is typically the most accomplished of the Priests, Bishops, or other clergy members in attendance.

Once the identity of the Sabbat's target is revealed, the War Chief then approaches the Ductus of each pack present. As part of the ceremony, the War Chief asks each Ductus if they are committed to the War Party and will hunt the enemy of the Sabbat no matter the cost. After each Ductus confirms (usually accompanied by oaths or boastful claims of action), the War Party has officially started.

System: No roll is needed for the successful completion of the War Party ritus.

If a pack backs out of the War Party, refuses to participate, or declines to affirm their dedication to the hunt, they are gain the negative status Coward until they participate in another War Party or offer contrition to the War Chief. A character marked as a Coward is rarely given assistance by other Sabbat and is often ostracized by their fellows. This flaw cannot be bought off with experience.

For the pack that wins the competition and has a member that diablerizes the subject of the War Party, all members gain a temporary dot in Sabbat status for the rest of the Chapter or until they participate in another War Party (unless they win, of course), whichever comes first.

Wild Hunt
When a member of the Sabbat commits grievous sins against the sect (such as revealing sect secrets to enemies of the Sabbat), a Priest may call for a Wild Hunt against the individual. Wild Hunts are severe calls to action that place a Sabbat member outside of the protection of his brothers and sisters. Much like a Blood Hunt in a Camarilla city, the Wild Hunt forsakes an individual and calls for all loyal members of the Sabbat to hunt and capture the offending party.

In the cases of high-profile traitors or sins, the Hunt is often called by a Bishop or above.

Once the hunted Sabbat has been captured and staked, he is brought before the Priest or other officials who called for the Wild Hunt. The Sabbat member's crimes are then recited, and the individual is tortured by whatever means the Priest feels appropriate. At the end of the bloody affair, the staked and immobilized individual is hurled onto a specially constructed and blessed pyre until they are burned to ash.

The Sabbat then proceed to hunt and kill any who participated in the individual's sins against the sect. If secrets were revealed to non-Sabbat, those individuals are then sought out. If the individual had compatriots who assisted in their actions, they are also hunted and killed.

System: Individuals who are Wild Hunted lose all standing within the sect and are not afforded

assistance or aid by any Sabbat. The offending party is considered removed from the sect. In some rare cases, offered contrition may be deemed acceptable by the Priest or other parties who called for the Wild Hunt. In these circumstances, the hunt is called off only under conditions provided by the Sabbat member who presided over the initial ritus—or one of higher standing than the individual that initiated the Wild Hunt.

No roll is necessary to initiate the Wild Hunt.

Ignobilis Ritae

The Ignobilis Ritae are considered "low" ritae whose execution varies widely from pack to pack. Sabbat packs are encouraged to create ritae to assist in binding their packs together and to foster cooperation and camaraderie. Many custom rituals have been created as a result, but the below represent a selection of Ignobilis Ritae that are commonly known around the sect.

The players of Priests are encouraged to customize the below ritae to represent their pack's interpretation of the ritae and to develop new Ignobilis Ritae that their pack may practice. Ignobilis Ritae generally do not have mechanical benefits or drawbacks for their performance.

Baptism

Packs developed the Baptism ritus to celebrate a member's first worthy kill in the name of the Sword. Rumored to be created by a Salubri Antitribu Priest, this ritae highlights the individual's success in truly cementing their place in the Sword by the murder of its enemies.

The Baptism ritae typically involves a blood feast and the anointing of the Sabbat member being baptized with sacrificial blood blessed by the pack Priest.

Consecration

The Consecration ritus is a new development that has begun to spread as the Gehenna War has waged. While the Sabbat do not officially hold cities or permanent residences across the Middle East, packs due tend to settle in locations that they can inhabit for the duration of a mission or an assignment.

The Consecration ritus allows a pack to bless a location in the eyes of Caine, invoking the Dark Father to grace those faithful who rest in the home or facility. The performance of the Consecration ritus typically involves cleansing the location with burnt offerings and marking the cardinal directions with sacrificial blood blessed in the name of the Dark Father.

Festivo Dello Estinto

The "Festival of the Dead" takes during the second week of March. Before the Gehenna War, entire cities worth of cainites would gather to revel in a week-long celebration full of ritae and other challenges. After the War began, time for such celebration became scarce. As the Camarilla and Ashirra joined forces to defend their ancient masters and the Beckoning began pulling more potent adversaries into the Gehenna War, the Sabbat officially ended all sect-wide celebrations.

While Festivo Dello Estinto is still celebrated outside of the Gehenna War, it is on a far smaller scale than it once was; most celebrations are held by one or two packs together at most. Instances of the Festivo ritus being performed in the warzones of the Middle East are relatively rare.

Palla Grande

Hosted on All Hallow's Eve, Palla Grande used to be the preeminent Sabbat celebration of the year. Mexico City and all Sabbat-held territories held grand affairs presided over by high-ranking officials. Packs habitually traveled to the nearest Sabbat-held city to partake in the celebration and ritae.

However, like with Festivo Dello Estinto, the Sabbat has largely abandoned the regular usage of this particular holiday and ritus. Also, like Festivo, the only regular adherents to the holidays are those packs that make their homes outside of the Gehenna War.

Chapter Six:

For the Glory of Caine

Sabbat In V5

Running a Sabbat game has always been a delicate dance between giving players opportunities for political play and the gruesome reality of the Sabbat's war against the Camarilla and their other enemies. Sabbat games tend to be bloody affairs, with equal parts cut-throat maneuvering and wanton violence. Keeping a balance between the two has always been a difficulty.

In the past, Sabbat games had a plethora of Paths and alternate enlightenment to secure their morality across heinous acts against humanity and to highlight them as alien and inhumane. In V5, however, that security blanket is gone. Not all paths survived into the Reformation as the ranks were culled and the Sword of Caine forged into a proper blade against its enemies.

Certain paths are simply not commonly found within the Sabbat in modern nights.

At first glance, this would make a Sabbat game difficult to run—given that Humanity is the default morality system in place, how can Sabbat perform their duties and indulge in their bloody pastimes without devolving into wights?

To reduce this, in addition to the use of Paths, you can use Chronicle Tenants.

Of course, there are certain things that prompt stains automatically (torture of innocents and murder, for example). For Sabbat, however, it is advised that Storytellers utilize this sparingly. For example, a set of Chronicle Tenants for Sabbat could include the following:

1) Faithfully observe the ritae of your sect
2) Faithfully execute the duties of your station
3) Eliminate the enemies of your sect

These three tenants give express permission to

observe even bloody ritae, gather humans for food (the Abbot position) and kill other vampires (enemies of the Sabbat). In these situations, I would suggest not granting stains to Sabbat members.

Wanton torture and killing should always prompt stains, however. Very few paths specifically condoned them in previous editions of vampire and this trend can be continued in V5 by working within the Humanity system. Paths are described later in this chapter.

Sabbat Character Creation

All Sabbat clans work identically in terms of mechanics to their parent clans in the core Vampire: The Masquerade book and other V5 material. When exceptions are given, they can be found under the clan's description in Chapter Four.

All Sabbat characters are created given the standard rules in Vampire: The Masquerade. However, there are some distinctions that must be made and minor rules alterations for certain parts of the creation process.

Humanity

If a Sabbat vampire is on Humanity, they start at Humanity 5 as their base level. This represents the nightly existence of the Sabbat being more visceral and violent than their counterparts. In addition, no Sabbat member can elevate their Humanity above 6 at character creation.

Paths

With the permission of the Storyteller, a newly created Sabbat character can begin on one of the Paths of Enlightenment. Players can choose from the Path of Caine, Path of Cathari, Path of Honorable Accord, Path of the Feral Heart, Path of Power and the Inner Voice, or the Path of Metamorphosis.

When starting on a Path, Sabbat vampires begin with a rating of six.

Touchstones

Yes, Sabbat on Humanity have touchstones. All Sabbat feel the pull of the beast and understand that they need some sort of frame of reference to continue, lest the beast overcome them and turn them into true monsters. Sabbat that have converted to a Path of Enlightenment do not require Touchstones, but have additional rules described later in this chapter.

"Coteries"

The Sabbat coterie is called a Pack. The bonds of a pack are far deeper than those in a standard coterie of vampires. This is, in part, due to the vinculum bond that forms between them after partaking in the Vaulderie.

When a Sabbat character is first made, they must be sure to include their starting vinculum ratings to their pack mates. In addition, players must decide who will be taking on roles in the pack. After all, a pack needs a Ductus, a Priest, and an Abbot to be fully functional as a group. While these positions offer little in terms of mechanical bonuses, they do confer roleplaying benefits and allow the group to have a cohesion that they would not otherwise have.

Theme and Mood

A Sabbat game in the Gehenna War should generally have a feeling of triumphant desperation. The Sabbat firmly believe they are winning the War against the ancients—after all, why else would the clan methuselahs and potent elders be initiating the Beckoning if not to protect themselves from the Sabbat's impending victories?

In truth, no one knows what is prompting the Beckoning, but the Sabbat have co-opted it as a

sign that they are winning. At the same point, they are fighting against three different opponents (and sometimes more) in the warzones of the Middle East.

They are battling the ancients and elders, tools of the hated Antediluvians, in addition to bringing battles to the Camarilla and Ashirra as the two sects unite against them.

There is also the occasional scuffle with the Assamites of Alamut and other cainite groups across the regions of the War.

These things all combined make the Middle East a pressure cooker for the Sabbat and packs stationed there. The Sabbat know they must be smarter and more deadly than their opponents and it can create an air of desperation at times.

In addition, political maneuvering in the Sabbat has never ceased. Though the avenues have changed, and higher levels of authority have shifted, politics in the Sabbat remain a deadly affair. More ruthless and without remorse than Camarilla politics, missteps in the Sabbat can end a life in the space of a breath.

All of this collides to make the Sabbat deal heavily with political and violent conflict. It is a setting for predators of all types, which makes it a milieu ripe with the opportunity to explore many different avenues of play.

Unlife in the Sabbat
The Sabbat in NY, are a far more nomadic lot

than they ever were in previous editions. As a result, they hold very few permanent territories. In the Gehenna War, theatres of operation shift dramatically at times, leaving Bishops and Archbishops rarely chained to a specific location for more than a handful of years.

To their credit, the Sabbat have adapted rather well to this type of deployment. They remain mobile, setting up networks of havens and infrastructure for communication. They make do with what they have and when they cannot, they steal it from other sects.

The average Sabbat member can only call upon their pack reliably. Seeking an audience with higher authorities, while somewhat promised in the Code of Milan, is rarely able to be done. Because of the nature of the war effort, Archbishops and Bishops generally only make themselves available at esbats or other gatherings of importance. A typical Sabbat member will not be having a casual conversation with those of high station.

This can lead to a feeling of division within the Sabbat. However, it is done to maintain tiers in the ranks of title as well as to ensure that an errant Sabbat member cannot get too close to a position holder... after all, trust among monsters is a difficult thing to develop.

This also allows cainites of position to make an impact when they appear, as it becomes more of a memorable occasion than a commonplace one. It maintains an air of mystique around the higher stations that allows their presence to be more impactful when they are involved directly with lower position holders. This does mean that certain abilities that allow for characters to call upon or gain an audience with position holders are quite potent. For a character to be able to arrange an audience with an Archbishop outside of an esbat can be an incredible thing.

In the end, however, Sabbat are still expected to be able to hold their own in all arenas, both political and martial. The sect has no room or patience for layabouts or the inept. If the War doesn't weed out such individuals, the natural political processes within the Sabbat will do so.

Sabbat Specific Traits

While Sabbat can be created using standard traits out of the Core Rulebook, there are some things, such as predator types, that are relatively specific to the Sabbat and their lifestyles. Below are new Backgrounds, Predator Types, suggested Loresheets for Sabbat characters, as well as Sabbat-specific Loresheets, and Paths of Enlightenment.

New Backgrounds

Ritae

Knowledge of the ritae a necessity for any trained Priest to effectively perform the duties of their station. The ritae background represents how many ritae the Priest knows at character creation. While ritae can be learned after character creation, this background represents the character's initial journey into the priesthood.

Learning Ritae after character creation does not require the expenditure of experience points, but each ritae learned takes several nights to master.

● The character knows the Creation Rites, the Vaulderie, and three other ritae of their choice.

●● The character knows the Vaulderie, Creation Rites, Sermons of Caine, Monomacy, Contrition, Blood Feast, Fire Dance, and Games of Instinct.

●●● The character knows all of the Auctoritas Ritae and two Ignobilis Ritae of their choice.

●●●● The character knows all of the Auctoritas Ritae and Ignobilis Ritae listed.

●●●●● The character is considered incredibly well versed in the ritae and has likely developed one or two Ignobilis Ritae for their pack. They gain Status (●●) Priest.

Loresheets

There are several new Loresheets for Sabbat vampires detailed later in this chapter, however, they are not the only Loresheets that are appropriate for Sabbat characters. Some Loresheets from Vampire: The Masquerade 5th edition, as well as the Camarilla and the Anarch books, are also appropriate.

Loresheets for Sabbat Characters

V:tM: 5th Edition

The Bahari
Cainite Heresy
The Circulatory System
Convention of Thorns
The First Inquisition
Sect War Veteran
The Week of Nightmares
Descendant of Zelios
Descendant of Vasantasena
Descendant of Xaviar

Anarchs

Blood Plagued

Chicago by Night

The Cobweb
Kindred Iconography
Lupine Expert

Predator Types

Ravager
Subtly is not your strong point. As a human, you were likely brash and forceful. As a cainite, your method of feeding has taken on a decidedly violent tone. While Alleycats stick up or blitz attack individuals, you overpower them entirely, ripping your victims apart during the savage act of sating your hunger.

● Add a specialty: Brawl (Grappling) or Stealth (Stalking)
● Gain 1 dot of Potence
● Lose 1 dot of Humanity
● Gain 1 dot of Brawl and 1 dot of Survival

Sorority Sister
You are a social chameleon when you are out on the hunt. You understand how to spot potential targets in a sea of humanity, singling out the weak and vulnerable and stealing them away to feast upon their blood.

Bars, clubs, and social gatherings are your hunting grounds; blending in with the locals and isolating targets from their friends to drain them of their precious vitae.

● Add a specialty: Insight (Desires), Persuasion (Fast Talk), or Streetwise (Gangs)
● Add 1 dot of Insight
● Gain Advantage Blood Hound
● Gain 1 Dot of Dominate or 1 dot of Presence
● Gain 2 dots of Contacts (Club Goers)

Pack Feeder
Not for you is the messy business of hunting humans for their blood. You prefer to feed on your pack directly. To you, it is the safest and easiest solution to replenish your vitae. Your preference for pack feeding may be due to a phobia of hunting, insecurity, or simply preferring the taste of your pack's blood above all others.

● Lose 1 dot of Humanity
● Increase Blood Potency by 1
● Increase Vinculum ratings to your pack by 1
● Gain the feeding flaw (●●) Prey Exclusion, Mortals
● Gain 1 dot from any 1 discipline possessed by a member of your pack

Paths of Enlightenment

Over the course of the Reformation, the Sabbat was forced to abandon factions, movements, and even Paths of Enlightenment in their quest to become a true weapon against the ancients. As the Second Inquisition pruned away the weak or less proactive of the Sabbat, certain paths of morality fell out of favor and became more and more rare as time progressed. In the theatres of war, certain paths have thrived while others have been all but forgotten.

Converting to a Path

The process of converting to a Path of Enlightenment is not for the faint of heart. Paths are alien, inhumane structures of belief and morality that require a vampire embrace their nature and divest themselves of all it is to be human. In nights past, an initiate would have their humanity stripped from them over time as they learn the basic tenets of their future path, allowing teachers (usually a pack Priest) to instill proper values and systems of morality within them while peeling away human emotion and sentiment. Much like being indoctrinated into a cult, being placed on a Path of Enlightenment can become an all-consuming goal for a new initiate as they uncover more "truths" of their existence as espoused by their chosen Path.

In game terms, a character must be reduced to Humanity 1 before attempting to convert fully to a Path of Enlightenment. Once they reach this level of Humanity, they must choose one of the Ethics of the Path of Enlightenment to which they are attempting to convert. This Ethic replaces their Convictions. Then, the vampire must succeed at a difficulty 4 Willpower roll. If the would-be adherent fails this roll, they may spend a **permanent** Willpower point to re-attempt the roll at their new Willpower rating. Previously earned successes are lost and the results of the new roll must be used. A vampire can spend permanent Willpower in this way until they only have 1 permanent Willpower remaining—after all, they must retain some force of will to adjust to their new code of ethics. If the vampire fails and does not, or cannot, re-roll, they fall immediately into Wassail.

Sabbat characters that choose to start upon a Path are considered to have successfully completed their conversion and no rolls are required. However, they must still select an Ethic of the Path of Enlightenment they have chosen. This Ethic takes the place of their Convictions.

No Touchstones, Ethics

Vampires on Paths of Enlightenment do not possess Touchstones. They have divested themselves of all it means to be human and no longer relate to humanity. As a result, characters on Paths follow different rules. The Ethics of a Path of Enlightenment act as anchors for the vampire's morality. If a vampire acts in accordance with the Ethics of their Path and gains stains as a result, they may reduce the total number of stains received in the session by one.

If a vampire goes against the Ethics of their path, they may gain a stain depending on the severity of their violation as seen on the table below.

Violation	Additional Stains Gained
Minor	+1
Major	+2
Gross Violation	+3
Violation of Ethic Conviction	+4

Path of Caine

Followers of the Path of Caine hold the mythical first vampire as the ideal to which they should aspire. They view Caine not only as a dark father figure, but also as the epitome of vampiric existence. Noddists, as they are often called, seek to emulate Caine in all things. They strive to prove themselves worthy of being his childer, seeking to draw closer to his strength through diablerie and pushing the limits of their vampiric forms. Noddist value lore of the cainite condition and often isolate themselves in research.

A path that focuses on personal growth and evolution through knowledge of Caine and by pushing one's vampiric nature to the very limits. Noddists often focus on honing their disciplines and skill in hunting both mortals and kindred.

Viewing humane vampires as both missing the point of their existence and unworthy of their blood, cainites that follow the Path of Caine are often at the forefront of any effort to diablerize enemies of the sect.

Roles in the Sabbat

Adherents of the Path of Caine are often found within the ranks of the priesthood. They lead sermons of Caine and grand ritae. They are also some of the sect's most successful warriors, leading packs to victory against the hated ancients and pressing them to their very limits—often accomplishing tasks others view as impossible.

Roleplaying the Path of Caine

The Path of Caine attracts a wide variety of cainites. From seekers of knowledge to savage warriors that hone themselves into deadly instruments for the Sword of Caine. They go out of their way to test themselves as worthy of Caine's blood physically as well mentally. Noddists are often the most learned of the Sabbat in terms of the legends of Caine and his childer and are often put to use as leaders or scholars.

Ethics of the Path of Caine

The Ethics of the Path of Caine focus on maintaining a strong mind and body. They push the cainite to strengthen their blood through diablerie of humane enemies and those they consider weaker than themselves.

The Ethics of the path are as follows:

Never give into your Beast

The bestial nature of your soul should be your weapon, not your master. Maintain your hold over the beast lest it render you unworthy. Caine demands a strong will.

Always take the blood of those who are unworthy to become closer to Caine

By devouring the weak, you draw closer to the Dark Father. Diablerie is a sacrament that can bring you strength and awaken your true potential.

Never pass up the opportunity to learn about vampiric history and Caine

It takes a strong mind as well as a strong body to be worthy of the Dark Father. By learning of his legend and the history of the cainite species you grow more capable of defeating your enemies and showing Caine your worth.

Never deny your hunger or your vampiric nature

By denying your true self, you become unworthy of the blood in your veins. Pretending to be mortal—or worse, wishing to be so—is a crime against the Dark Father.

Path of Cathari

Followers of the Path of Cathari view creation as the product of dueling powers. These powers include a creator that is the source of all that is "good" and virtuous. This deity rules over the realms of the spirit and soul. The other creator is the stem of all that is "evil" and corrupt, ruling over the material, physical world. Hedonists that follow the Path of Cathari view vampires as belonging wholly to the evil, materialistic world. They consider themselves divine forces within the physical world, immortal demigods that are put in place to tempt and test others, pruning away those impure and unworthy of the higher, spiritual plane.

As agents of temptation, Catharists take it upon themselves to master the physical world and become perfect demigods of sin. By tempting mortals and other creatures to debased pleasures or instincts, they leave those worthy of spiritual ascension without those that would pollute their divine essences.

Roles in the Sabbat

Much like Noddists, Catharists make excellent Priests. They often find themselves ascending through the Ecclesiarch ranks and becoming Bishops or Archbishops. Cainites that walk this path also make rather good intelligence agents and facilitators, using their knowledge of vice and desire to see to the needs of their pack and sect mates.

Roleplaying the Path of Cathari

Cainites on the Path of Cathari see themselves as divine servants of wickedness and vice. While they often indulge in pleasures and sublime experiences, they far prefer to lead others down into damnation with such physical delights. Catharists seek out new experiences and pleasures to better understand them and their potential uses as weapons in their arsenal.

Ethics of the Path of Cathari

Hedonists who follow the Path of Cathari are taught that they are the embodiment of sin and vice. Their roles as dark angels of corruption guide them through the material world to great purpose—to weed out those weak of will and soul.

The Ethics of the Path of Cathari are as follows:

Always indulge in vice when possible.

Only by having intimate knowledge of all the tools at your disposal can you ever seek to tempt the unworthy from the light. By experiencing each vice, you increase your abilities to lure the weak away from the path of righteousness.

Always lead others to temptation

It is your purpose to ensure that only the truly worthy ascend into the spiritual realms. Each soul you lead into damnation prevents the pollution of the spiritual world and increases the strength of darkness. By weeding out the weak, you serve creation.

Never hesitate to kill a mortal if it serves your purpose

When a mortal dies, their soul reincarnates, gaining another chance at perfection and purity. As you preen the tree of life, you help distill weak souls into pure ones. However, indiscriminately killing robs souls of their potential for light or darkness. When you take a life, do so purposefully, not carelessly.

Always accept your role as a creature of evil.

You are a damned creature locked eternally out of the realms of spiritual perfection. It is better to learn to reign in the physical world than aspire to heights of purity you will never reach. You are an angel of darkness, denying it is denying reality.

Path of the Feral Heart

Followers of the Path of the Feral Heart strive to become the ultimate apex predators. Cainites are undying, their senses are sharpened above those of normal mortals, and they prey upon the dominant species on the planet. By embracing their vampiric powers and bestial natures, vampires can become the ultimate hunters in any environment. Beasts that embrace this path are not rampaging monsters, however. They balance their feral natures and instincts with the sharp mind of a rational, thinking being.

While adherents to this path rely more upon their powers and vampiric natures than the tools of man, they understand that technology and humans have their uses.

Roles in the Sabbat

Beasts, as followers of this Path are often called, work best as hunters and trackers for the sect. These types of roles, such as Abbot, allow them to hone their senses and prowess as predators while serving the sect. They are also used to great effect in war parties and assaults on enemy territories.

Roleplaying the Path of the Feral Heart

Those that follow the Path of the Feral Heart must indulge their vampiric instincts. They seek to perfect their skills as hunters, leaning more and more upon their Caine-given gifts than the trappings of man as they grow older. They embrace their feral natures but balance it with a cunning mind, striving to become a perfect synthesis of beast and man.

Ethics of the Path of the Feral Heart

Those that would become Beasts throw themselves headlong into their roles as hunters. They embrace the bestial nature of their souls while tempering it with the mind of a rational being. To guide them along their way, and to ensure they do not plunge into wassail, they have encoded a set of behaviors that bind them to their pack and temper their instincts even as they embrace their beast's prowess.

The Ethics of the Path of the Feral Heart as are follows:

Never give into your fear

While your fear can heighten your reactions and make you more alert, allowing it to control you places you below both man and beast. You must sharpen your will against *Rötschreck*, lest it weaken you.

Always keep your loyalties absolute and demand the same in return.

The foundation of the Sabbat is the pack—and it is kept functioning by the bonds of loyalty. You owe your loyalty to the fellow hunters you have joined with—and they owe you theirs in return. The pack is the most powerful hunting formation in the Sabbat; it must be valued.

Never kill without need.

Even a beast knows not to kill when it isn't necessary. By killing without need or reason, you can alert other prey to your presence or rob yourself of a hunt in the future. When you kill, do so only when needed. But, when you do kill, see to it without mercy or regret.

Always hunt with your vampiric powers as your primary tools.

Your most powerful tools are those you have as part of your nature. The tools of humans may assist from time to time, but a true hunter requires no weapon other than themselves.

Path of Honorable Accord

Followers of the Path of Honorable Accord consider themselves knights of the Sabbat. Rumored to have evolved from a path of chivalry and courtly behavior in the Middle Ages, the Path of Honorable Accord shares little with the benevolence of human knighthood or traditional codes of honor that living warriors held dear.

The Knights that follow this Path bind themselves to the Revised Code of Milan, using it as their code of ethics. By this Code, the Knights are given leeway to do whatever is necessary to ensure the survival of the Sword of Caine. Above all, adherents to this path serve the Sabbat and actively prune the weak and treacherous from its ranks.

Roles in the Sabbat

Followers of the Path of Honorable Accord often find employ in the service of Bishops or Archbishops as Paladins or roam, serving the Sword as Templars. In the pack, they often place themselves in charge of security or martial training for their packmates.

However, other Sabbat know that if they prove themselves unworthy of their positions or disloyal to the sect, the Knights will seek out their destruction without mercy.

Roleplaying the Path of Honorable Accord

Cainites that follow this path come from all walks of unlife and attitudes. Some embrace the path for its clear and concise guidelines, some come to the path to serve a purpose by keeping the Sword strong. Whether they are casual with their fellows or strict disciplinarians, they all seek to keep the Sabbat sharp and pointed at its enemies instead of itself.

Ethics of the Path of Honorable Accord

The guidelines of behavior for Knights are detailed by the Code of Milan, but they hold several ethics close to their unbeating hearts. These ethics form the core pillars of their ability to maintain their sense of self despite the monstrous acts they and their sect perform in the pursuit of their goals.

It is worth noting that humans are not afforded protection from Knights under this path—they are viewed as unworthy of the honor of a Knight keeping their vows or of any protections unless decreed to be by a higher authority in the sect.

The Ethics of the Path of Honorable Accord are as follows:

Never show cowardice.

A Knight must never show fear. Cowardice is a sign of weakness, and no follower of this path can be seen as weak by their enemies—or their allies.

Always tend to duty over personal matters.

One of the tenets of the Code of Milan, a Knight must be able to put aside their own aspirations to keep the Sabbat strong.

Always stay true to the Code of Milan.

The Code is the only reason the Sabbat has survived into the modern nights. Without it, civil war would have destroyed the Sabbat from the inside and the ancients would win.

Never break your word.

If a Knight cannot be trusted, they fail in their purpose. The Sword must trust Knights to live by their word—and those that break their vows must be dealt with harshly.

Path of Power and the Inner Voice

Followers of the Path of Power and the Inner Voice are often known as Unifiers by their fellows in the Sabbat. Those that follow this path strive to gather power and influence for themselves, seeking to rise above the rank and file of the Sword of Caine to become a dominating force in the night. Unifiers view the vampiric condition as best suited for one thing: cultivation of power. They seek out knowledge and wisdom as much as they cultivate political connections and hone their martial prowess. Everything can be of potential use to the Unifers, giving them an opportunity to grow in strength.

However, control is nothing if it cannot be maintained. As such, Unifiers tend to use more brutal methods of control such as fear, desire, rage, and respect. When a tool is in danger of sliding out of control, they would rather destroy it than see it turned against them.

Roles in the Sabbat

Cainites that follow the Path of Power and the Inner Voice aspire to be at the top of whatever social structure they find themselves in—be it the pack, a faction, or the Sabbat, itself. However, they understand that they must build themselves up to achieve their goals. Because of this, Unifiers work in all aspects of the Sabbat, mastering duties as they are assigned to them, building their network of allies and favors to eventually take control, themselves.

Roleplaying the Path of Power and the Inner Voice

At first glance, Power and the Inner Voice seems like it could be disruptive to pack play. The thing to remember is that Unifiers may aspire to be the top of the chain, they understand that they must work to get there. Unifiers make allies as other cainites do, and they understand that working relationships must be maintained to progress. After all, the Sabbat must rely upon one another for survival and support; not even the Unifiers push against this, they simply seek to use those bonds to forge a way into the upper echelons for themselves.

Ethics of the Path of Power and the Inner Voice

Unifiers approach unlife strategically. They do not hold themselves as tightly to the Code of Milan as Knights, but they understand its usefulness as a tool to keep the Sabbat a cohesive force. The Ethics they strive to live by involve respect and control. They respect those above them that have earned their station, but do not shy away from working to replace leaders that have failed. In the grand scheme of things, failure is not an option for followers of this path. They either succeed or die.

The Ethics of the Path of Power and the Inner Voice are as follows:

Never tolerate failure (including your own).
If you are to be a leader, you cannot allow failure to taint your efforts. If you should fail in your duties, you must make it clear that you admit to them and eliminate them. By peeling away your mistakes you leave yourself a more perfect leader.

Always strive for control by any means necessary.
Not all cainites in the Sword are meant to be in control. They do not understand the burden, nor the power needed to maintain order across the Gehenna War, or through sparring ideologies.

Control must be established. It is your responsibility to seek out order and control over the chaos that threatens to destroy the Sword of Caine.

Never show weakness.
A weak leader can attract no followers, nor do they deserve them. Purge yourself of weakness and never, ever allow your weakness to be seen by others. You must be a confident, powerful cainite above reproach.

Always respect those above you but replace them when they falter.
Those in positions of authority over you have earned their place and your respect—until they lose it. Should a leader falter or fail, it is your responsibility to step forward and rectify the situation. You may not have to act directly, but you must address the failure of your leaders by replacing them with the strong.

Path of Metamorphosis

Followers of the Path of Metamorphosis are mostly found within clan Tzimisce. Their ability to alter their form and the forms of others grants them a special connection to this path. Indeed, the first metamorphosists were of the Tzimisce.

Adherents to this path seek out a sort of apotheosis—a mythical state of enlightenment that they call Azhi Dahaka. By changing their forms and by that, their spirits, they believe that they are unlocking the keys to an ultimate state of being some say may be similar to the fabled tales of Golconda.

The exact steps along the path to this enlightenment are unique to each metamorphosist, prompting them to indulge in experimentation of both the physical and metaphysical. They are lore masters, scientists, torturers, and inhuman explorers. Metamorphosists shun almost no experience, seeking out the brief flickers of expanded awareness that can unlock their path to enlightenment.

Roles in the Sabbat

Metamorphosists often fill many roles in the Sword of Caine. They take to any role they are given with inhuman precision, allowing themselves to adapt to new situations and circumstances.

Roleplaying the Path of Metamorphosis

The Path of Metamorphosis is one that mixes scientific precision and metaphysical goals. Those that follow this path believe that by forcing themselves to evolve, both physically (often through Vicissitude) and spiritually, they will achieve enlightenment that transcends their undead natures. The pursuit of Azhi Dahaka is not for the faint of heart as metamorphosists are as like to experiment on others as they are on themselves.

Ethics of the Path of Metamorphosis

As one would expect, the Path of Metamorphosis directs cainites to push the limits of their forms so that they can understand every stage of life and death through their undead experience. As scholarly beings, they are loathe to give information to those who have not worked for it or earned it in some way. While these things can push the cainite who follows this path into isolation from time to time, it also leaves them invaluable to the Sword when their skills are required.

The Ethics of the Path of Metamorphosis are as follows:

Always take the opportunity to study all stages of death and life.

Only by understanding the limits and functions of the various stages of life, death, and undeath, can you being to elevate your undead flesh to its pinnacle of evolution.

Never concern yourself with mortals, they are beneath you.

While they are useful for experimentation, mortals are ultimately unable to glimpse the glory of your path. In their blindness, mortals are beneath you They are food and subjects, nothing more.

Always take the opportunity to modify your body when possible.

Only by pushing your form to its limits and examining the impact on your physical form and spiritual journey can you hope to glimpse the path of Azhi Dahaka.

Never grant knowledge to those who have not earned it.

Knowledge is a journey that changes those who experience it. By merely granting wisdom to those who have done nothing to earn it, you rob them of this transformation.

Discarded Paths

Not all Paths of Enlightenment survived the Reformation. Several began to fall into disuse simply because of the changing state of the Gehenna War—teachers being killed before passing on their knowledge, or other paths appearing more attractive given local circumstances. Some of these paths were pruned purposefully, such as the Path of Lilith and the Path of Evil Revelations, but others such as Death and the Soul simply fell out of favor and faded into obscure practice.

Path of the Beast

The Path of the Beast shuns the trappings of civilization and embraces the feral nature of the vampire. Those that followed this path sought to strike a balance between the conscious mind and the instinctive Beast but allowed the Beast to override the mind when its needs were to be met. Embracing frenzy, ignoring political entanglements, and becoming merciless predators are all common for those that practiced this path's ethics.

Unfortunately, seeing the enormity of the task before the Sabbat and the sheer danger of hunting the ancients in their own territories propelled many followers to abandon the Gehenna War where they were able. Acting against survival instinct was a sin to this path and, when it comes down to it, many Sabbat view the Gehenna War as an all-or-nothing battle that will see them victorious or ash.

Ethics of the Path of the Beast

Always heed your Beast. The needs of the Beast supersede all.
Never dabble in politics.
Always consider your survival paramount.
Never show mercy.

Path of Death and the Soul

Practiced originally by a bloodline of necromancers and scholars of death in the Dark Ages, the Path of Death and the Soul evolved from what it once was into a rigid structure of behavior and belief. Those that practiced the tenets of this path often kill deliberately and creatively to observe not only the act of death, but the aftereffects of the deed.

As the Gehenna War began in earnest and the Harbingers of Skulls left to form the Hecata with other necromancers, the primary practitioners of this path left the sect, leaving only a few scattered pockets of adherents throughout the entirety of the Sword of Caine. As these individuals met their own ends in the War, there were fewer and fewer to teach the path's ethics to new initiates, and thus, it fell into obscurity.

Ethics of the Path of Death and the Soul

Always study the transition of life and death.
Never fail to study the aftereffects of death that you cause.
Never fear death.
Always seek to understand as much as possible.

Path of Evil Revelations

Rumored to have been founded by infernal Brujah in the 1600s, the Path of Evil Revelations was once a scourge to the Sabbat. Adherents to this path ally themselves with the forces of Hell. This heretical belief structure infiltrated the Sabbat and left an insidious shadow within the sect. The former Sabbat Inquisition battled these heretics at the behest of the sect. Submission to infernal powers was no better in the eyes of the Sabbat than suckling at the teat of the Antediluvians.

The Inquisition continues to hunt those that follow the beliefs of this path even during the Gehenna War. The Sword of Caine needs warriors to fight the ancients, not fools selling their souls to demonic forces.

Ethics of the Path of Evil Revelations
Always remember that you are meant to serve the powers of Hell.
Never reveal your true motives.
Never betray your infernal lord.
Always seek out ways to serve the powers of Hell and convince others to do so as well.

Path of Lilith

The Path of Lilith was considered heretical within the Sabbat even before the Gehenna War. Actively denying the supremacy of the Dark Father and instead raising up Lilith, adherents of this path often came to blows (both physical and social) with followers of the Path of Caine and others who feel Caine is the ideal vampire.

As the Gehenna War loomed on the horizon, followers of the Path of Lilith found themselves staying in Sabbat-held territories, seeking to gain sway over Sabbat domains as the more militant of the sect filtered into the Middle East in search of the ancients. Instead, they found themselves burned out of the cities by hunters and enemies of the Sword.

The Sabbat eliminated the followers of this path within its ranks almost completely. While the occasional cult to Lilith may slither through the cracks of the Sword's façade, the Ecclesiarch faction often roots them out and burns them as traitors to the Sabbat.

Ethics of the Path of Lilith
Never shy away from pain. Indulge it.
Always seek out those willing to learn the lessons of the Dark Mother.
Never fail to practice what you learn. Knowledge without action is meaningless.
Always take the opportunity to learn about Lilith and the treacherous Caine.

Path of Night

No path's fall from prominence and use has been as dramatic as the Path of Night's. Primarily found among the Lasombra, this path was almost synonymous with the clan of shadowcrafters. As the Friends of Night took most of the clan away from the Sabbat in their gambit to join the Camarilla, all eyes turn to those who remained.

Unfortunately, the very tenets of the Path of Night damned those that remained. They were bound by their ethics to never bow to the will of other cainites or to repent for their behaviors and evil. In the eyes of Bishops and Sabbat seeking vengeance for betrayal, these strictures were damning. Some adherents survived, either feeling their souls erode as they were forced to deny their own ethics, or by fleeing more fervent of their detractors.

Now, the path is very rarely practiced as the Lasombra within the Sabbat seek to forge a new legacy for themselves outside of their history.

Ethics of the Path of Night

Never repent for your behavior.
Always tempt and horrify those around you. This will weed out the weak from the strong.
Always encourage others to accept their inner darkness.
Never bow to another kindred's will.

Path of the Scorched Heart

An ancient path followed by a splinter of the Brujah Clan according to legend, this path saw adherents divorcing themselves of all emotion—viewing such things chaos incarnate. They sought to eliminate emotion so that they could become more perfect beings, establishing utter control over their beasts through iron-clad shackles of will.

While such a path may seem useful for the Sabbat, by separating oneself from the righteous fury the Sword of Caine uses to wage war against the ancients, one weakens resolve in the face of the enormity of the Gehenna War. This path slowly fell out of favor with Bishops and Archbishops, who began to ostracize those who practiced it on the front lines of the war. In time, its number of adherents dwindled (though there never were many), and now it is merely another lost set of beliefs.

Ethics of the Path of the Scorched Heart

Always think logically.
Always resist the Beast
Never allow yourself to feel emotion. Replace emotion with reason, for emotion is of the Beast.
Never trust anything that you cannot perceive, and even then, remember that your perceptions can be fooled.

Black Hand Membership

The Black Hand is comprised of the most efficient and successful killers in all the Sabbat. They are strategists, operatives, assassins, and battlefield officers. Membership in the Black Hand is never taken lightly, and prospective recruits have only one chance to impress the hand once evaluation begins.

Having passed the initial stages of evaluation, a character that takes this Loresheet is restricted from attaining the rankings of Bishop or above. In addition, Black Hand members are not allowed to become Paladins or Templars due to the nature of their duties.

Black Hand members can either be assigned to a full column or can be agents working within their own packs. If a member of the Black Hand is found to place the security of the Sword at risk through inaction or other means, they rarely have a chance to make a second mistake.

Unlike other factions, once a character is a member of the Black Hand, they can only leave the faction by suffering the final death.

LORE

● **Initiate:** You have only begun to scratch the surface of your training with the Black Hand. You have been identified as a recruit of some potential and are given guidance through your testing process. You can access to a Mawla (●●) representing the Black Hand soldier responsible for your training.

●● **Soldier:** Having passed your initial test for full membership, you have assassinated a target deemed dangerous to the Sword of equal or greater potency than yourself. As a result, you gain one additional Sabbat status and Status (●) Black Hand.

●●● **Expert Operative:** Your skill within the hand has caught the attention of your superiors. While you are required to occasionally train initiates for an evening or two at a time, you are also trusted with deeper secrets and influences. Once per Story, you can call an immediate meeting with a local Bishop or Archbishop without penalty or ill will provided it directly relates to the security of the sect. You also gain Status (●●) Black Hand and a free specialty in either Brawl, Melee, or Politics.

●●●● **Commander:** Your reputation within the Black Hand is immaculate. You have either eliminated numerous targets for the Black Hand or achieved great acclaim in other efforts that have assisted your superiors in the organization. As a result, you can call upon Black Hand backup once per Story. The backup that arrives to assist you are usually soldiers in rank or below and will follow your directions provided that they are in service to the sect and its security. In addition, the Black Hand will provide any reasonable weaponry or vehicles to you in order to complete assignments or a mission important to sect security. The level of armament delivered is at the Storyteller's discretion.

●●●●● **Independent Operative**: Your dependability as an operative has afforded you the opportunity to travel without restriction. Akin to a Templar, you and your pack are able to travel between territories without consequence to pursue your own targets. This immunity extends to protect you from the effects of any collateral damage on Sabbat holdings—provided that your actions can be justified as being for the good of the sect. You gain Status (●●●) Black Hand.

Faction Membership

While Sabbat do not have to join a faction to serve the Sword, many do find common cause with individuals with whom they share ideological viewpoints and long-term goals. The individual factions all have their own aims and viewpoints, as discussed earlier in this packet. Each allows membership to Sabbat who have proven themselves and who can be relied upon to further their own aims.

When this Loresheet is purchased, the character must select which a faction to which it applies. This is the faction that considers the character a member.

A character does not need to possess this Loresheet to be a member of a specific faction, but this Loresheet does grant them the benefits of rank and recognition within their chosen faction. Status and other benefits may be gained at the storyteller's discretion—as well as taken away due to the actions of the character.

If a character who possesses this Loresheet leaves their faction, they immediately lose all benefits associated with their levels in this Loresheet and their points are not refunded.

LORE

● **Initiate:** You have moved beyond being simply a Sabbat member who claims membership within a faction. At this stage, you have begun to make a name for yourself. Some of your local faction members may recognize you or know your name without an introduction, but it is clear that you still have a long way to go to gain real respect. At this level of involvement, you gain Status (●) in your faction.

●● **Trusted Member:** You are now considered a member of good standing within your faction. Local individuals know your name and recognize you at esbat. Your connections to your faction have grown and as a result, you gain a Malwa (●) from your faction and access to Allies (●●) once per story.

●●● **Confidant:** Your efforts within your faction and your involvement in its growth have earned you an increased level of trust. You are always a welcome guest at esbats consisting of your faction mates and are considered a steadfast comrade by many within your faction. By drawing upon your reputation and the grace of fellow faction members, you can access a Herd (●●) and temporary Haven (●●) once per story.

●●●● **Local Celebrity**: Due to your actions within the Sword and your faction, you have accumulated a reputation for yourself. As a result, lower-ranking members of your faction tend to look up to you and tell tales of your exploits. You gain Status (●●●) in your faction as well as the ability to call a meeting of your immediate faction members within a territory you choose once per Story.

●●●●● **Regionally Important Member:** At this level of reputation within your faction, you are considered to be within an entire region. You are granted the ability to call on allies in your faction as well as request specialized services. You can make a call to arms to your Faction, summoning Allies (●●●●) for one endeavor once per Story, alternatively, you can gain access, once per Story, to specialized equipment that your faction could have access to (Weapons for Sword Militant, rare research materials for Scholars Emeritus, etc.). You gain a (●) Sabbat status bonus.

House Céanna

[Tremere Characters Only]

When Connor O'Shae defected to the Sabbat with a handful of fellow Tremere, it was questionable if his gambit would pay off. In the last several years, however, clan Tremere has begun to flourish within the sect.

Those who dedicate themselves to advancing the goals of the clan and the House find themselves climbing in rank and learning more secrets of Blood Sorcery stolen from House Tremere before O'Shae's defection.

While all Sabbat members of clan Tremere are considered family, those who possess this loresheet have risen above the rank and file to carve a bloody name for themselves within the House.

LORE

● **Initiate of the House:** You have dedicated yourself as a member of House Céanna. Your name is known to local members of the House and you can expect to receive at least a modicum of respect from other House members. While they will not go out of their way or take risks to assist you, they will offer you advice and camaraderie. At this level, you gain Status (●) House Céanna.

●● **Secrets Revealed:** As your efforts to increase the holdings and advance the agenda of the House have become noticed, you have been inducted into a circle of magi who have more mysteries of the arcane revealed to them above the common blood magician. As a result, once per Chapter, you can automatically succeed in casting a ritual of your choosing. Gain Status (●●) House Céanna.

●●● **Disciple of the Blood:** You are acknowledged as an aspiring blood magician and an asset. Your aptitude in Blood Sorcery has gained the attention of those of higher station in House Céanna and you have been supplied with additional resources to help foster your growth. To purchase this level of the House Céanna's loresheet, you must possess at least Blood Sorcery (●●) and one ritual of your choosing. You gain Library (●●) permanently for your haven and can access a Haven (●) once per Story for temporary shelter.

●●●● **Master Mage:** Your reputation has earned you tutelage from some of the most potent sorcerers of House Céanna. While the House is often scattered across different warzones in the Middle East, a skilled blood magician has offered their mentorship. You can call upon this blood sorcerer for advice or assistance in occult-based activities once per Story. This aid can be in the form of translations, ritual casting, or advice. Additionally, due to the skill you possess, you have been taught further secrets of sorcery, allowing you to gain +2 dice on any one use of Blood Sorcery once per Story.

●●●●● **Sanguine Emeritus:** Whether due to a combination of lineage and skill or some other quality, you are viewed as one of the most skilled (or potentially skilled) practitioners in House Céanna. Even more potent sorcerers are impressed with your finesse with blood sorcery. Alternatively, you may have simply gained the support of a high-ranking magus at some point in your training, allowing you to claim benefits of their reputation. You are considered an authority on matters regarding blood magic whether your skill qualifies you or not—though giving false information or making grave errors may still negatively impact your reputation. As a result, you gain Retainers (●●) and three dots in Haven distributed as desired. These represent gifts given to you by other members of House Céanna. You also gain Status (●●●) House Céanna.

Knight of the Dragon

[Tzimisce Characters Only]

Whether you were recently embraced or have been involved with the Knights of the Dragon since they began to emerge, you are involved with the up-and-coming force of Tzimisce. Training with the new Tzimisce warlords can be daunting and fraught with pain and bloodshed.

The Knights have begun to establish a power base for themselves among the Tzimisce clan, attempting to embody both their nature as leaders and savage warriors. While many outside the clan may assume that they embrace values of honor and stereotypes of what knighthood used to represent... they could not be more wrong.

The Knights of the Dragon are Knights in name only. They are fearsome and merciless terrors on the battlefield, giving no quarter and asking of none. They allow their enemies no honor because the tools of the ancients are not deserving of it.

LORE

● **Squire of the Dragon:** Having begun your journey to knighthood, you have studied with another of the Dragon's chosen and are learning their ways of battle. You gain the equivalent of a Mawla (●), representing a Knight of the Dragon.

●● **Knight of the Dragon:** Your reputation among the Knights has been solidified, allowing you to gain the benefit of Status (●●) Knights of the Dragon. Once per Story, you can call on the aid of another Tzimisce as an Ally (●).

●●● **Blooded Knight:** As a warrior of the Tzimisce clan, you are taught the value of fear in your opponent's eyes. Once per Chapter, you can re-roll three dice from any one attack against an opponent that is afraid of you (Storyteller's discretion) without spending a Willpower. You cannot re-roll hunger dice with this benefit. You may also gain an audience with any Tzimisce of up to Bishop in status due to your reputation once per Story.

●●●● **Scion of Fire:** Word of your deeds has spread, affording you safe haven and passage when you and your pack travel. Once per Story, you can gain the benefit of a Haven (●●) relatively near your location. This represents the clan making arrangements for your benefit, allowing you to spend a day sleeping in safety. In addition, once per Story, you may call upon another Knight for aid, gaining Allies (●●●).

●●●●● **Lord Commander:** Reaching a peak in your training and time with the Knights of the Dragon, you gain the benefit of Status (●●●) Knights of the Dragon. In addition, you understand that sometimes a battlefield commander must make difficult decisions for the overall good of the mission. Once per story, you can remove up to five stains from your track before making a remorse roll.

Redeemer

[Lasombra Characters Only]

Ever since the betrayal of the Lasombra, those who remain in the Sabbat have been fighting an uphill battle to cleanse the name of their clan. The so-called "Redeemers" take such a responsibility deadly seriously. They have backed the destruction of the Friends of the Night and have hunted down those of their own clan that would dare tarnish the name of Lasombra.

The Redeemers are beginning to create a name for themselves within the clan for their willingness to go to extreme lengths in order to restore the Lasombra to glory within the Sabbat. In hushed tones, however, it is said that the Redeemers have gone so far as to murder even Sabbat who would oppress the clan or attempt to keep them down.

LORE

● **Reclaiming what is ours:** You have begun to establish yourself as an individual that other Lasombra consider to have great potential. You gain the use of Allies (●●) once per Chapter. These allies can either be newly embraced Lasombra who want to work with fellow clanmates to restore the Lasombra to glory, or retainers borrowed from other clanmates.

●● **Brother's Keeper:** Your efforts to assist the clan have earned you a gift from more prestigious members. As a reward for your service, you gain a Herd (●) and Retainer (●).

●●● **Magister:** As a tested Lasombra, you have survived and thrived under the scrutiny of other members of your clan. The road to this level of prestige has not been an easy one. You may have earned the ire of other Lasombra as you have outmaneuvered them or twisted their aims to your own benefit and acclaim. Your cunning and guile have earned you increased standing within your clan. You gain Status (●●) Clan Lasombra and can call a meeting of local Lasombra once per Story. All available Lasombra in the area will attend to your call or send a representative. While this does not guarantee action that benefits you, they will at least listen to your words and give them consideration.

●●●● **Abyssal Scholar:** Through your actions, you have attracted the attention of members of the clan that display great expertise in the manipulation of abyssal energies. Due to your deeds, they have taught you secrets of commanding Oblivion. As a result, you gain +3 dice for any use of Oblivion once per Chapter. However, since the abyss if fickle, if the action results in failure, you receive 2 superficial damage as the raw energies of Oblivion devastate your form.

●●●●● **Herald of Greatness:** Your dedication to the clan has been proven time and time again. You have defeated enemies of the Lasombra and have gained ground for the clan in the wake of the betrayal. Your efforts have not gone unnoticed by the rest of the clan and you are considered a cainite in pursuit of greatness. You can call for an audience with any Lasombra up to Archbishop in ranking once per Story. In addition, you can gain access to a temporary Haven (●●) once per story and can call upon Resources (●●●) once per story. These bonuses represent the clan offering their gratitude for your efforts.

The Unconquered

[Assamite Characters Only]

Assamites of the Sabbat are a highly ritualized clan. Lead by an Antitribu titled the Hulul, the assassins work within the Sabbat to improve their skills and to put an end to the ancients.

Though all Antitribu look up to the Hulul, the position is temporary. Once a century, the Hulul is murdered via ritual diablerie. Despite the loss of many of its number to the blood god Ur-Shulgi, the group still carries this tradition on into the modern nights.

Assamites who consider themselves Unconquered as expected to act as mentors and assistants when needed and in return are provided with enhanced training and materiel for the war effort.

LORE

● **Traveler of the Path:** Whether a new member of the clan or one who recently begun to follow the steps of their heritage, you are an initiate into the Unconquered and receive training and guidance. You are considered an initiate into the Clan. You gain Status (●) Assamite Antitribu and a Mawla (●●) from the Assamite Antitribu.

●● **Tempered Warrior:** Having surpassed the basic trials needed to be brought into the fold as a true warrior of the clan, you are viewed as a dependable member of the Unconquered. Your skills are called upon by the clan from time to time, which may necessitate you spending downtime fulfilling the needs of the clan. You gain 1 free Melee, Brawl, Stealth, or Larceny Specialty. You also gain access to Haven (●), which represents an emergency haven granted to you by your brothers and sisters in the clan.

●●● **Ace:** Your kill record and expertise have elevated you above typical members of the Unconquered. You are now trusted with more difficult assignments, and as a result, have been given more specialized training. You are viewed as an asset to the clan and have gained sway with other members accordingly. You gain status (●●) Assamite Antitribu. As a reflection of your specialized training, you may re-roll 1 dice in any Blood Sorcery test once per Chapter without requiring willpower.

●●●● **Dervish:** As a veteran member of the Unconquered, you are often called upon to assist more inexperienced Assamite Antitribu. You may be a mentor or the occasional guide, but your experience is valued in the clan and your words are well heeded by members of the clan. You gain +2 dice in social rolls involving Assamite Antitribu as a result. In addition, your skill has allowed you to turn your clan's bane into a benefit. Upon drinking the blood of another cainite, you can direct your beast against them, using the hunger prompted by cainite vitae to guide your actions. Once per story, when your bane is triggered against another vampire, you gain +2 dice in your next melee roll against that cainite.

●●●●● **Servant of the Hulul:** Your value to the Unconquered cannot be understated. You have been called into the presence and occasional service of the Hulul, allowing you to gain the benefit of the potent cainite's prestige and sway over the clan. While you are sometimes called away for important missions for the Hulul, you gain Status (●●●) Assamite Antitribu. You also earn the ability to call upon Allies (●●●) once per Story, represented by fellow Assamite Antitribu. You are also able to requisition a Haven (●●●) once per Story.

Chapter Seven:

Antagonists

Sabbat Antagonists

The obvious antagonists for the Sabbat are the Camarilla, Ashirra, and the ancients. However, in the Gehenna War, many forces are at play, leaving the Sabbat capable of running into unexpected enemies and allies.

If your game is being run in the War itself, we would recommend utilizing one or two of the above as foci for each story. If you add too many antagonists, the threat can seem overwhelming and chaotic. Since you want your players to become engaged, keeping the number of antagonists to one or two main groups allows them to maintain focus more easily.

The Ancients
The focus of the Gehenna War. Methuselahs and Antediluvians, puppet masters, and nigh demigods. These beings are hunted across the Middle East as the War rages. However, as the Sabbat have raided tombs, they have found many empty, as if their inhabitants had long since moved on.

In recent nights, the Sword of Caine has expanded its search for these powerful creatures and has found them in places they never would have expected.

As they have realized their singular focus on the Middle East has been in vain, the Gehenna War has begun to engulf the world at large.

Ancients can be found beneath heavily populated cities and in abandoned wilderness the world over. Chicago is rumored to have at least two active methuselahs, not to mention the known variable of Critias, childe of Meneleus.

Wherever these threats can be located, the Sabbat will hunt them.

The Global War

Taking a leaf from the **Sabbat: The Black Hand**, we suggest that the Gehenna War not be confined just to the Middle East if your game prefers to play in more familiar places. There are many stories across the history of the World of Darkness of ancients sleeping beneath large cities and influencing events even as they slumber.

If your Sabbat want to stick closer to home, we suggest using one of these threads to keep them occupied out of the traditional "front lines" in the Middle East.

The Ashirra
The Ashirra are a sect of vampires who have made their homes in the Middle East and North Africa for centuries. The sect staunched Camarilla efforts to control the area and maintained their own independence from the European vampires successfully since its inception. While the two sects conflicted in the past, with the Vermillion Wedding, the two have found common cause and peace.

The Ashirra can be notoriously more difficult to assault than Camarilla assets in the War due to their home advantage. Long before the Sabbat began to invade the Middle East for the Gehenna War, the Ashirra were established in the region and cultivated a vast base of power and influence. Now, the Sabbat must deal with Ashirra resources and cainites as they expand their operational theatres.

The Camarilla
The Camarilla has seen the threat of the Sabbat shift and grow in modern nights. Despite the fact that Sabbat cities have been either reclaimed by the Camarilla or abandoned by the Sabbat, the Camarilla still views the Sabbat as an existential threat to its very being.

Having allied with the Ashirra to fight against the Sabbat in the Middle East as its elders are being drawn into the Gehenna War, the Camarilla has a vested interest in defeating the Sabbat.

The Camarilla has great resources in mortal society and financial assets that can make even their indirect intervention in Sabbat affairs problematic. However, there are also physical assets on the ground in the form of Camarilla members and elders that can directly strike against the Sword of Caine—and often do.

The Children of Haqim
The blood cult of Ur-Shulgi hides in the mountains of the Middle East, striking out from their hidden fortress of the Eagle's Nest to destroy all vampiric life that does not worship Haqim or his principles.

Not much is known of the cult—the Banu Haqim and the Unconquered do not tend to discuss their clan's divisions very much. What is understood, however, is that an ancient from the clan's oldest stories appeared to the Assamites and gave them a choice—a choice not unlike the terms of the Treaty of Thorns: come home and be forgiven or stay ostracized and be counted among our enemies.

While many Assamites returned to the fold under Ur-Shulgi's guidance and adopted the worship of their mythical founder, others remained or even fled the clan's historical home.

Now, Ur-Shulgi's cult lashes out against those cainites (of any sect) that disrupt its dealings or tread upon its holdings.

Cults of the Ancients

Vampires are not the only creatures who worship ancient vampires. Across history, cults have formed around the worship of undying deities. While not all of them worship Antediluvians or methuselahs, a surprising amount of them do—chief among them the Mithras cult.

In remote regions of the world and isolated warzones, cults could have easily sprung up around the worship of various forces and creatures that are masks or avatars of sleeping methuselahs. When the Sabbat enter these lands looking to kill the focus of worship, these cults can mobilize to strike back against the invaders.

Lupines

While there are not many "tribes" of werewolves that claim the Middle East as their home, the lupines still maintain a presence in the region.

As beings that consider vampires anathema, it is without a doubt that lupines can make themselves known at any time to threaten Sabbat endeavors or simply to hunt them to best eliminate them from the Earth. No sect is safe from the lupine threat and they will kill either side without mercy.

There is no reasoning with lupines, there is no negotiating. They do not tolerate the undead and do not make friends or allies out of them.

The Second Inquisition

The Second Inquisition is not sequestered to Europe and the United States. Its agents and institutions span the globe. Their dedication to finding a solution to the blank body problem is all-consuming.

Given intelligence agency interest in the Middle East, it is highly likely that agents on the ground are aware of the blank body conflict occurring all around them. For the most part, the SI seems content in letting the opposing vampires kill one another, however, they are not above giving one side or another a push—or sweeping into a battle in the aftermath to wipe out the survivors or abduct them for interrogations or testing.

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THE SWORD OF CAINE

NAME: | AMBITION: | CLAN:

CONCEPT: | DESIRE: | GENERATION:

CHRONICLE: | PREDATOR TYPE: | SIRE:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics	OOOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	OOOOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	OOOOO

CHRONICLE TENETS	CONVICTIONS & ETHICS/TOUCHSTONES	CLAN BANE

DISCIPLINES

	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ □□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□ □□□□□

PATH:_____

□□□□□ □□□□□

HUNGER

□□□□□

BLOOD POTENCY

O O O O O O O O O O

Blood Surge:	Mend Amount:
Power Bonus:	Rouse Re-Roll:
Feeding Penalty:	Bane Severity:
RESONANCE	HUNTING

THE SWORD OF CAINE

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____
Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: _____

POSSESSIONS

_____

VINCULI

PACK MEMBER	RATING	PACK MEMBER	RATING

PACK

Pack Name: _____ Position: _____

Pack Information: _____

THE SWORD OF CAINE

The Gehenna War Calls

The Sword of Caine has often been viewed by the Camarilla as monstrous beasts that live only to diablerize and destroy. Like all good antagonists, there is another side to the Sabbat. While they harbor murderers and diablerists of all types, they are, at their core, a spiritual sect on a Holy War against ancient beings of terrible power and unfathomable agendas.

In this book, the Sabbat are laid bare. From a breakdown of the sect's history and hierarchy to their current state as a lean, honed weapon against the tools of the ancients, everything you need to play Sabbat in Vampire: the Masquerade 5th Edition is here.

It's time you joined the War.

This book contains:

- An alternative history and Reformation of the Sabbat in modern nights.
- New rules for Paths of Enlightenment and descriptions of 12 different Paths—Six active in the Sabbat and six fallen into obscurity.
- Alternate rules for Tzimisce and Salubri Antitribu
- A New Tremere House of Antitribu
- New Ritae, Blood Sorcery Rituals, Backgrounds, Predator Types, Clan and Faction-specific Loresheets
- Custom Character Sheets from Chris "Mr. Gone" Leland

WORLD OF DARKNESS

R 18+

Mature Advisory: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

paradox INTERACTIVE

THE SWORD OF CAINE

Name: **Ambition:** **Clan:**

Concept: **Desire:** **Generation:**

Chronicle: **Predator Type:** **Sire:**

ATTRIBUTES

Physical		Social		Mental	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics	OOOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	OOOOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	OOOOO

Chronicle Tenets	Convictions and Ethics/Touchstones	Clan Bane

DISCIPLINES

	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	

Health

□□□□□ □□□□□ □□□□□

Willpower

□□□□□ □□□□□ □□□□□

Path:_____

□□□□□ □□□□□

Hunger

□□□□□

Blood Potency

O O O O O O O O O O

Blood Surge:	Mend Amount:
Power Bonus:	Rouse Re-Roll:
Feeding Penalty:	Bane Severity:
Resonance	**Hunting**

THE SWORD OF CAINE

ADVANTAGES

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Merits

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Flaws

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____
Spent: _____

WEAPONS

Weapon	Damage

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: _____

POSSESSIONS

_____

VINCULI

Pack Member	Rating	Pack Member	Rating

PACK

Pack Name: _____ Position: _____

Pack Information: _____

THE SWORD OF CAINE

NAME: AMBITION: CLAN:

CONCEPT: DESIRE: GENERATION:

CHRONICLE: PREDATOR TYPE: SIRE:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics	OOOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	OOOOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	OOOOO

CHRONICLE TENETS	CONVICTIONS & ETHICS/TOUCHSTONES	CLAN BANE

DISCIPLINES

	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ □□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□ □□□□□

PATH:_____

□□□□□ □□□□□

HUNGER

□□□□□

BLOOD POTENCY

O O O O O O O O O O

Blood Surge:	Mend Amount:
Power Bonus:	Rouse Re-Roll:
Feeding Penalty:	Bane Severity:
RESONANCE	HUNTING

THE SWORD OF CAINE

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____
Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: _____

POSSESSIONS

_____

VINCULI

PACK MEMBER	RATING	PACK MEMBER	RATING

PACK

Pack Name: _____ Position: _____

Pack Information: _____

THE SWORD OF CAINE

Name: **Ambition:** **Clan:**

Concept: **Desire:** **Generation:**

Chronicle: **Predator Type:** **Sire:**

ATTRIBUTES

Physical		Social		Mental	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics	OOOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	OOOOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	OOOOO

Chronicle Tenets	Convictions and Ethics/Touchstones	Clan Bane

DISCIPLINES

	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	

Health

□□□□□ □□□□□ □□□□□

Willpower

□□□□□ □□□□□ □□□□□

Path:_____

□□□□□ □□□□□

Hunger

□□□□□

Blood Potency

O O O O O O O O O O

Blood Surge:	Mend Amount:
Power Bonus:	Rouse Re-Roll:
Feeding Penalty:	Bane Severity:
Resonance	**Hunting**

THE SWORD OF CAINE

MERITS

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
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	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

RITUALS

Name	Level

EXPERIENCE

Total: _____

Spent: _____

BACKGROUNDS

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

THE SWORD OF CAINE

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Weapons

Name	Damage

Vehicles

HAVEN

No Haven? ☐ Haven Rating: OOOOO Haven Name: _____

Haven Merits		Haven Flaws	
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO

Location: _____

Description: _____

VINCULI

Pack Member	Rating	Pack Member	Rating

PACK

Pack Name: _____ Position: _____

Pack Information: _____

THE SWORD OF CAINE

HISTORY

DESCRIPTION

True Age:_____
Apparent Age:_____
Date of Birth:_____
Date of Death:_____
Nationality:_____
Race:_____
Hair:_____
Eyes:_____
Height:_____
Weight:_____
Gender:_____

VISUALS

Relationship Map

Character Sketch

THE SWORD OF CAINE

NAME: AMBITION: CLAN:

CONCEPT: DESIRE: GENERATION:

CHRONICLE: PREDATOR TYPE: SIRE:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics	OOOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	OOOOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	OOOOO

CHRONICLE TENETS	CONVICTIONS & ETHICS/TOUCHSTONES	CLAN BANE

DISCIPLINES

	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	
	OOOOO		OOOOO
1		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ □□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□ □□□□□

PATH:_____

□□□□□ □□□□□

HUNGER

□□□□□

BLOOD POTENCY

O O O O O O O O O O

Blood Surge:	Mend Amount:
Power Bonus:	Rouse Re-Roll:
Feeding Penalty:	Bane Severity:
RESONANCE	HUNTING

THE SWORD OF CAINE

MERITS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

RITUALS

NAME	LEVEL

EXPERIENCE

Total: _____

Spent: _____

BACKGROUNDS

	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO

THE SWORD OF CAINE

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

WEAPONS

NAME	DAMAGE

VEHICLES

HAVEN

No Haven? ☐ Haven Rating: OOOOO Haven Name: _____

Haven Merits		Haven Flaws	
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO

Location: _____

Description: _____

VINCULI

PACK MEMBER	RATING	PACK MEMBER	RATING

PACK

Pack Name: _____ Position: _____

Pack Information: _____

THE SWORD OF CAINE

HISTORY

DESCRIPTION

True Age:_____
Apparent Age:_____
Date of Birth:_____
Date of Death:_____
Nationality:_____
Race:_____
Hair:_____
Eyes:_____
Height:_____
Weight:_____
Gender:_____

VISUALS

RELATIONSHIP MAP

CHARACTER SKETCH